

# PLAY



The UK's best independent PlayStation magazine

ISSUE  
NO **216**  
HIM  
AND  
HER

**SHOCKING TRUTH**

**"ROCKSTAR  
LIKES TO  
TRICK FANS"**

FIND OUT WHAT THE INDUSTRY  
REALLY THINKS OF GRAND  
THEFT AUTO V



# THE LAST OF US

**EXCLUSIVE** BEHIND THE SCENES ON THE GAME TOO BIG FOR 360

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PREVIEWS**

BIOSHOCK INFINITE, SLY COOPER  
DRAGON'S DOGMA, STARHAWK  
DARKSIDERS II  
& MORE

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"IT'S THE END  
OF SHEPARD"**  
BioWare's stunning  
confession

**BIG VERDICT  
PROTOTYPE 2  
BLOWOUT**  
Every last gory detail of PS3's  
terrifying city-stomper revealed

**RIPPED OPEN  
MAX PAYNE 3  
VERDICT**  
Exclusive hands-on with the most  
violent, shocking game on PS3

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IN 2013**  
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you'll be playing





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PS3



XBOX 360

XBOX LIVE

RADICAL  
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-IGN

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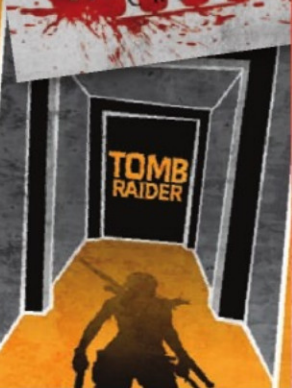
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Your gateway to the esoteric world of PlayStation



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EXCLUSIVE features on this DVD



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## hi-def content

How to watch the delicious high-definition content included free on your Play DVD...

### STEP ONE

Open DVD and navigate to *On the Play DVD-ROM*

### STEP TWO

Click where it says *Click here to open DVD-ROM folder*

### STEP THREE

Open the folder that says *HD Trailers*

### STEP FOUR

Just double-click the trailer you want to watch!



# INSTALL

Where fact + opinion ÷ PlayStation = the truth

## THE FUTURE OF

ROBERT BOWLING, CREATIVE STRATEGIST AT INFINITY WARD, TALKS TO US ABOUT THE FUTURE OF THE SERIES AND WHAT THE STUDIO IS WORKING ON RIGHT NOW...

### 1 INFINITY WARD IS STILL WORKING ON MODERN WARFARE 3

"We have never stopped working on *Modern Warfare 3* since it launched, I mean we're now up to title update eight of the main game, and that's completely unrelated to our DLC drops. It's important because we always say that in your first day of release, you have more testing on your game than in the entire two years of development, just because you have millions and millions of players clocking up hundreds of hours each."

● Players have started turning their backs on public matches online.



### 2 NO DECISION ON MW3 DLC AFTER CALL OF DUTY 9

"We haven't committed to anything. But doing this season of *Modern Warfare 3* content has, in itself, been an experiment of how we develop content, and how we deliver it. But it's also been a very interesting experience on the development side, of producing this much content post-launch, as we'll be doing at least 20 pieces of post-launch content within nine months of release. So it's already been interesting, and it's definitely a learning experience, as we'll be looking closely at the pros and cons of how we've done it this year, and then let that dictate what we do."

● Stats are used to determine which maps are most popular with players.



### 3 PLAYERS ARE AVOIDING PUBLIC ONLINE MATCHES

"Out of the top five modes people have been playing, the top three often includes Private Match – even though Private Match isn't even an online public game mode. It's something you can join in, invite your friends and start playing custom modes. So I think that is the trend we've found most shocking, just to see the sheer number of people not even playing in the online public playlists – although there are millions of people doing that – but the fact that Private Match is in the top three is surprising."







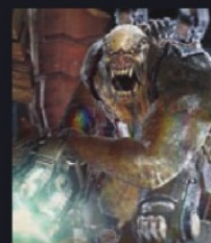
## Jaffe jacks it in

Outspoken *Play* favourite David Jaffe will part ways with Eat, Sleep, Play, the developer he co-founded, at the end of March. The desire to work in an on-site capacity was cited as Jaffe's reason for leaving, and the motormouth developer has already announced plans for a new studio, making 'next-gen' and browser-based games.



## Mass Effect vaulting

If you've ever wanted to put a horrible-looking piece of massively expensive rubbish on your console, now's your chance! The *Mass Effect 3* Vault, designed by Calibur11, is now available for your slim PS3 at a cost of £69.99. It lights up a bit, looks weird and comes with a few bits of DLC. Success!



## Less Resistance

The *Resistance* series is no more; long live the *Resistance* series. The developer that initially created the alternate-history alien blaster, Insomniac Games, has revealed it will be making no more entries to the series. It will continue through Nihilistic's PS Vita entry, *Burning Skies*, but beyond that – who knows?

# MODERN WARFARE

## 4 YOU DECIDE WHAT DLC MAPS ARE

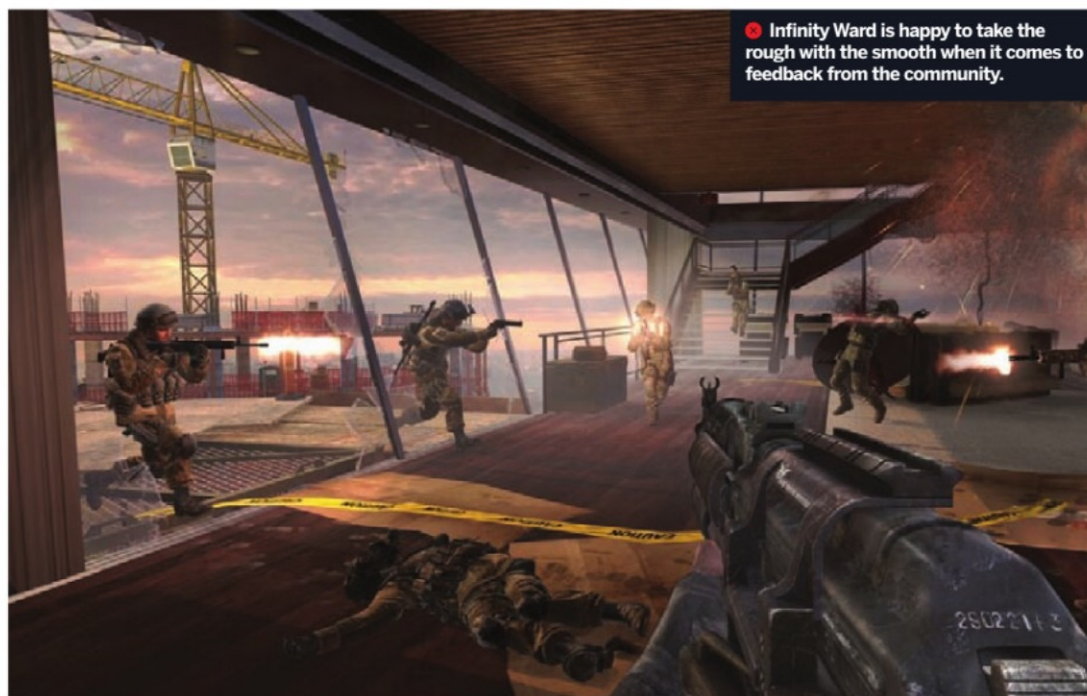
"We look at player stats to see what their favourite maps are, what people are playing the most, and what maps people are skipping, as well as specific feedback on what people want from maps. This determines what style of new maps we want to do, more than the individual style of the map. With our first content drop we did Liberation, and that was all about being a very huge, wide-open, sniper-friendly map. Because that was something we didn't really have among the stock maps in *Modern Warfare 3*."

## 5 THROWBACK MAPS HEADING TO MW3?

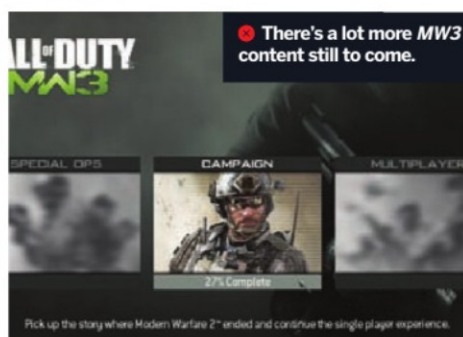
"Throwback maps are something that hardcore fans always enjoy, but when you're paying for content, you typically and ideally want something brand new. I think that's an interesting balance and philosophy that you have to look at. My philosophy on it is that paid DLC, ideally, should always be new content. It should always be something completely original to the game, brand new that you haven't seen before. However, throwback maps should be an option, but they should be outside your traditional DLC model. They should either be a free download for fans, something you give away for everybody, and something that is not part of your traditional paid-for model."



● Bowling believes old maps should be made available to everyone, with paid-for DLC being saved for brand-new content.



● Infinity Ward is happy to take the rough with the smooth when it comes to feedback from the community.



● There's a lot more MW3 content still to come.

## 6 INFINITY WARD ON ANGRY FEEDBACK

"It's a part of the job. I mean that is, regretfully, the online gaming community. You know, you have millions and millions of players stating [opinions] with the guys who are extremely civil and know how to communicate. Then, you're always going to have the rage-quitters, the guys who get frustrated and don't know how to express what their feedback is. These guys tend to express their feedback in a negative way as a result. But at the end of the day, they're all passionate about the game. Regardless of how they choose to express it, they love the game, they're excited about it, and they just want it to be better. You really have to learn how to have a thick skin, look past the presentation of their feedback, and look at the core feedback itself."

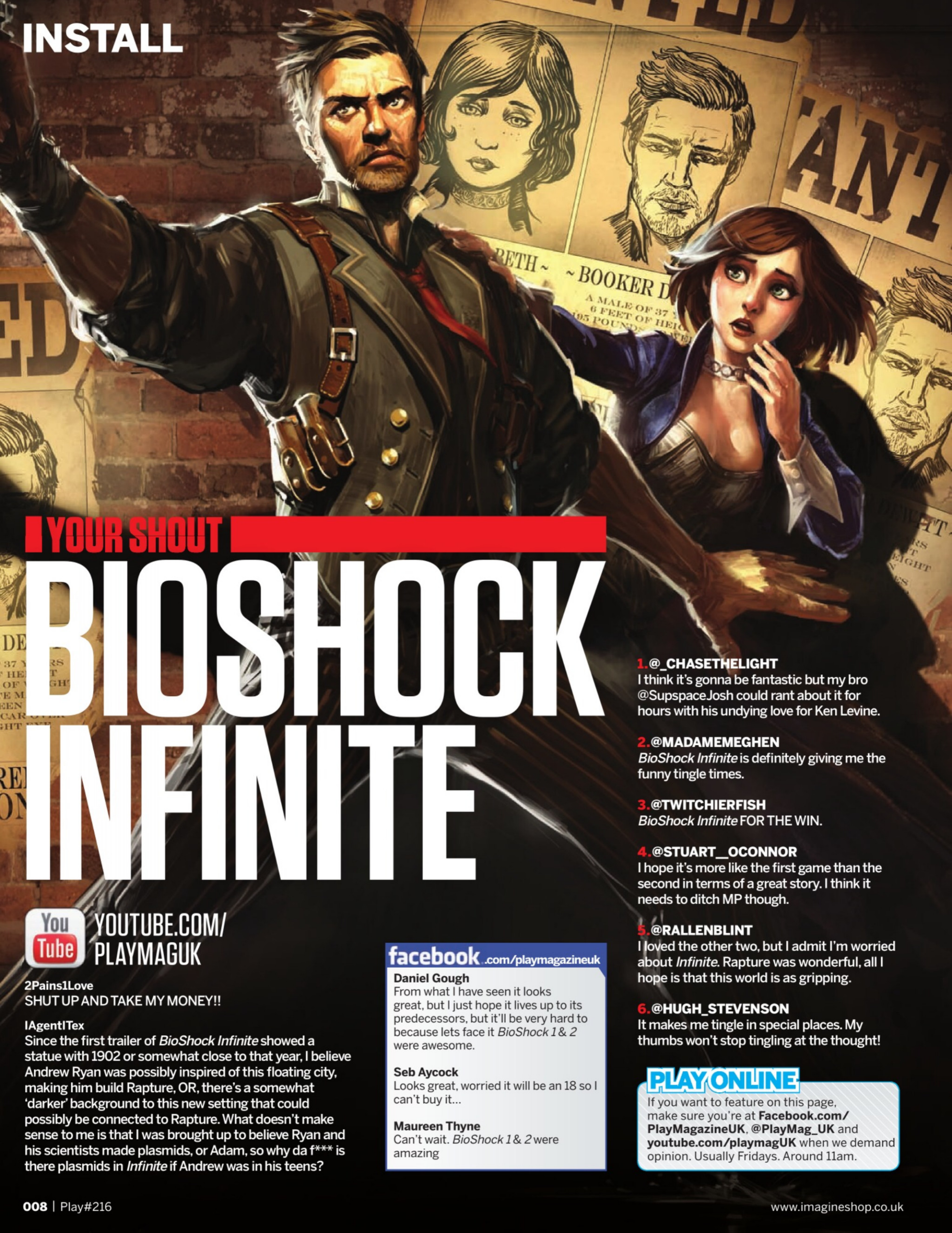


## 7 INFINITY WARD ON ITS NEXT MODERN WARFARE TITLE

"Right now, we're having a lot of those discussions, but mainly our focus is still on *Modern Warfare 3*, because we have a lot of content on the way. We're doing at least 20 pieces of *Modern Warfare 3*. So between hot fixes, patches, updates and all of that, our focus is very much still *Modern Warfare 3*."



# INSTALL



## YOUR SHOUT

# BIOSHOCK INFINITE

 [YOUTUBE.COM/  
PLAYMAGUK](https://www.youtube.com/playmaguk)

**2Pains1Love**  
SHUT UP AND TAKE MY MONEY!!

**IAgentITex**  
Since the first trailer of *BioShock Infinite* showed a statue with 1902 or somewhat close to that year, I believe Andrew Ryan was possibly inspired of this floating city, making him build Rapture. OR, there's a somewhat 'darker' background to this new setting that could possibly be connected to Rapture. What doesn't make sense to me is that I was brought up to believe Ryan and his scientists made plasmids, or Adam, so why da f\*\*\* is there plasmids in *Infinite* if Andrew was in his teens?

**facebook** [.com/playmagazineuk](https://www.facebook.com/playmagazineuk)

**Daniel Gough**  
From what I have seen it looks great, but I just hope it lives up to its predecessors, but it'll be very hard to because lets face it *BioShock 1 & 2* were awesome.

**Seb Aycock**  
Looks great, worried it will be an 18 so I can't buy it...

**Maureen Thyne**  
Can't wait. *BioShock 1 & 2* were amazing

**1. @CHASETHELIGHT**  
I think it's gonna be fantastic but my bro @SupspaceJosh could rant about it for hours with his undying love for Ken Levine.

**2. @MADAMEMEGHEN**  
*BioShock Infinite* is definitely giving me the funny tingle times.

**3. @TWITCHIERFISH**  
*BioShock Infinite* FOR THE WIN.

**4. @STUART\_OCONNOR**  
I hope it's more like the first game than the second in terms of a great story. I think it needs to ditch MP though.

**5. @RALLENBLINT**  
I loved the other two, but I admit I'm worried about *Infinite*. Rapture was wonderful, all I hope is that this world is as gripping.

**6. @HUGH\_STEVENSON**  
It makes me tingle in special places. My thumbs won't stop tingling at the thought!

**PLAYONLINE**

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# INSTANT EXPERT

All of the pros with none of the prose

## EXPLOSIVE AMNESIA

It's a cliché, and that's annoying, but the main character Killian Samuels does have amnesia at the start of the game. Sigh. Still, he finds out he's something of a badass bounty hunter, thus opening up some fun situations to blast and bash through in the universe at large.

## BLADE STUNNER

Stylistically, *Prey 2* has a fair bit about it to keep us interested. On one hand it's pretty dull and samey-looking: grey/blue corridors and shooty-bang guns. On the other, it looks a bit like *Blade Runner*. The second point outweighs the first in importance for us, because things looking like *Blade Runner* is Good.

## SOUNDTRACK ATTACK

We can often go back to soundtracks and say 'that was good' or whatever, but it's less often we get excited about an actual composer. Well, Mark Morgan and Jason Graves are working on *Prey 2*, and we're excited about that. *Fallout*, *Dead Space*, *Planescape Torment* – all scored by this awesome duo.

## SUPERVILLAINOUS

Human Head Studios has a history beyond just videogames – while it created the original *Prey* and a few other titles such as *Dead Man's Hand*, it is also known for producing boards and card games. We bring this up because one is called Villainy: The Supervillainous Card Game, which is a brilliant name.

## OPEN UP

Rather than the linear, straightforward action of the original, *Prey 2* is an open-world shooter where the player picks and chooses their missions and bounties to hunt. With at least four years development behind it, we're expecting a well-realised, deep and interesting alien world to explore.

## SEQUELITIS

*Prey 2* has such a different look and feel to the original that it's hard to figure why Human Head Studios even tagged it with the same name. But this is very much a sequel – the same world, the same races, the same backing story; just different characters.

## GRAVITY OF THE SITUATION

The original game was a hotbed of gravity ignorance and pre-*Portal* portals, adding head-twisting puzzley sections to the game. Aaaaand they're gone from *Prey 2*. We don't really know why, as they were pretty cool last time around. It may be down to the new open-world setting, though, as it makes it harder to develop enclosed puzzles like before.

## SECOND THE BEST

The original *Prey* never made it to PS3, with the devs obviously not seeing much worth in porting it to the Sony machine almost a year after its initial release. It's a shame, really, as the first game was a unique and interesting FPS experience, though generally unspectacular.

## PREY 2

Developer Human Head Studios  
Publisher Bethesda Softworks  
ETA Q3 2012

## twitterwatch



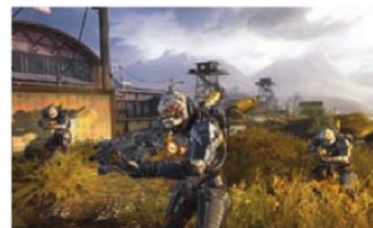
@HIDEO\_KOJIMA\_EN

"The more I RT the passionate tweet from fans, the more I get insult and lose followers. This is the phenomenon of Twitter."

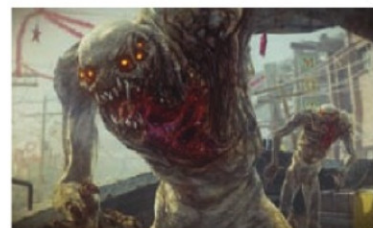
@PlayMag\_UK says: We lose followers when we moan about dubstep, RT people saying we're awesome and ask if anyone wants to play *Kane & Lynch 2* co-op.

## QUESTION

**RESISTANCE IS OVER FOR INSOMNIAC – SHOULD THE SERIES CONTINUE BEYOND PS VITA'S BURNING SKIES?**



The message came out in a convoluted fashion, but it was soon clarified – and certainly not unexpected – Insomniac Games is done with *Resistance*. The third entry in the series is the last from the studio that birthed it, but that's not the end of things, as Ted Price, CEO at the dev, stated in a video message: "We believe that *Resistance* has reached its logical conclusion in terms of the story we wanted to tell. However, that doesn't mean the *Resistance* franchise isn't continuing; it's already in the capable hands of Nihilistic, and with Sony's shepherding we know that it will continue to live on and expand. And we're excited, as fanboys, to see where it goes."



The question is, is this a series we really want to see go on – especially under the stewardship of a team we're less confident about? Nihilistic is by no means a bad studio, but we've not been bowled over by a single game it has released. Our time with *Resistance: Burning Skies* has shown us it could go either way, but that's not enough to make us forget we've been let down by the studio before.



So could it be better to just let the series go, once the PS Vita version has been released? Could it be the right choice to let a series that did pretty well finish off on a high note (and a single post-high-note release) rather than becoming bogged down in countless do-overs and spin-offs?



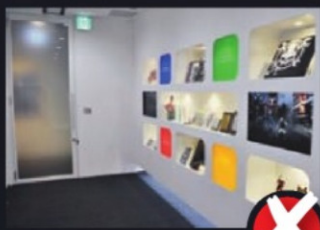
**Answer:** We'd like to see it put to rest, but that doesn't mean it won't continue. If the Vita version does well, expect more tales of the Chimeran invasion.

## DOS & DON'TS

Important lessons from Play this month



**DO:** Check out the top five DLC worth bothering with on page 16. Because, you know, some of it is actually worth bothering with.



**DON'T:** Second-guess our Top 20 Developers feature. You know who's first. The other developers? You'll be surprised. No, really.



**DO:** Read our review of 'Dudebro Shooter 5000: Return Of The Geth' DLC Episode IX. Or *Mass Effect 3*, as it's sometimes known.

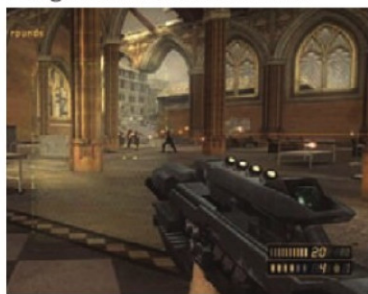


**DON'T:** Compare *The Last Of Us* to *Uncharted* or Naughty Dog will throw tear gas through your windows, rope in and punch your cat.



## CONTROVERSIAL PS3 GAMES

*Twisted Metal* was censored for its release on our shores thanks to its violent cut-scenes. But what other PS3 games have caused a stink?



### RESISTANCE: FALL OF MAN

The Church of England took offence to an in-game representation of Manchester Cathedral. Even Tony Blair commented on the fiasco, noting the issue was 'an immensely difficult area.'

**OUTCOME:** No changes made but Sony apologised to the Church of England.



### LITTLEBIGPLANET

One of the licensed songs was *Taphia Niang* by Toumani Diabate, which included verses from the Qur'an. There was concern before release that Muslims would be offended by the lyrics.

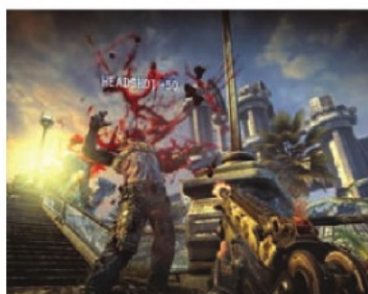
**OUTCOME:** The song remained but the lyrics were removed altogether.



### SIX DAYS IN FALLUJAH

Based on the Battle of Fallujah, the title achieved the rare feat of generating controversy not only in the press but also among gamers, mostly for 'glamorising' the conflict for entertainment's sake.

**OUTCOME:** Konami dropped the game and no publisher has picked it up since.



### BULLETSTORM

Fox News called *Bulletstorm* the "Worst Video Game In The World" owing not only to the amount of violence but also that you were awarded points for being violent via the Skillshots bonuses.

**OUTCOME:** It was released as planned without any changes.

# TRUE CRIME REBORN

## Grand Theft Auto rival now known as Sleeping Dogs

It used to be called *True Crime*, it belonged to the Activision family with *Call Of Duty* and it should be on shelves right now. Instead, it's now called *Sleeping Dogs*, it belongs to the Square Enix family with *Kane & Lynch* and it's due out in August. But what's changed since it was cancelled and then reborn? We'll have a full hands-on verdict and producer interview next issue as we put 'True Crime Version 2.0' aka *Sleeping Dogs* through the mixer. For now, a quick slice of what's to come...

## TRUE CRIME (2011)



*True Crime* is airy, open, quite pleasant. *Sleeping Dogs* is busy, claustrophobic, grimy. Which one is the real Hong Kong? *Sleeping Dogs*! Probably. It's not using GPS info to re-create the real Hong Kong though.

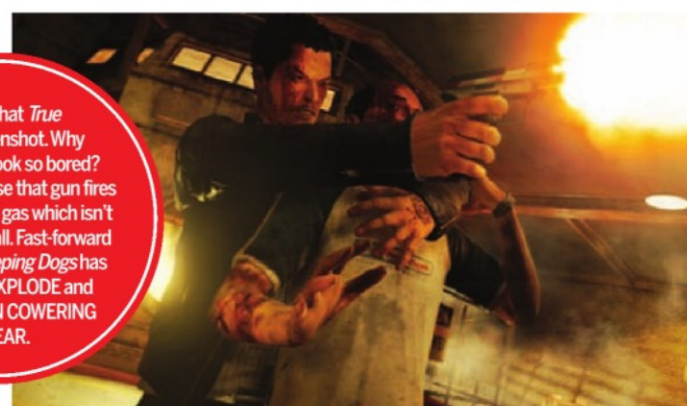
## SLEEPING DOGS (2012)



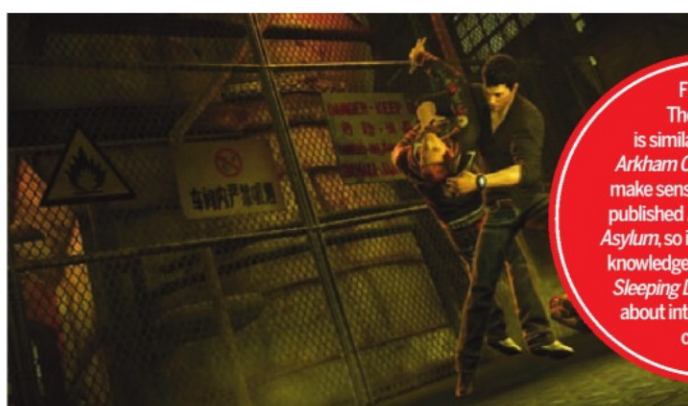
If you want to compare how good games will be, just compare the size of the explosions because as we've been told at the nadir of many a disappointing night - size does matter, now get out.



Look at that *True Crime* screenshot. Why do they both look so bored? Probably because that gun fires some weird fart gas which isn't threatening at all. Fast-forward a year and *Sleeping Dogs* has GUNS that EXPLODE and SCARED MEN COWERING IN FEAR.



Fighting! The combat is similar to *Batman: Arkham City*, which would make sense as Square Enix published *Batman: Arkham Asylum*, so it has some of that knowledge to pass onto the *Sleeping Dogs* crew. This is about intense, grounded combat.







# DLC - THE TREND TO KILL GAMING?

Blindly defending publishers has to stop



**VIDEOGAMES PUBLISHERS MUST** think that we – the oh-so-loyal gaming public – are the stupidest fools going. Can you blame them?

After all there's not a lot of evidence to the contrary, what with the spate of new gouging practices put in place this generation. Not only are these profitable, they're eagerly lapped up by an army of corporate Publisher Youth dementedly defending it for all their worth.

First it was DLC, which floated into view on the back of Xbox Live with promises of a brave new world. It ended up being a recurring nightmare. In fairness, not all DLC is bad: the *GTA* episodes should be enough to prove that.

Paying for new costumes, however, Mr Capcom? That's something that should be handed out as a thank you to everyone that bought *Street Fighter IV* at launch, when it was inevitable there would be a *Super Street Fighter IV* released roughly six nanoseconds later.

It gets worse. *Street Fighter X Tekken* has a 'Gem' system, which is responsible for your fighters' abilities. Some of these are DLC only.

Videogames used to be an escape from reality. Now they reflect it: those with the most money, win.

Then there's all the other nonsense:

'Like us on Facebook to get a demo!' No.

'Buy the full set of action figures to get DLC!' No. It's only 80 dollars! No.

'Buy books (books?!) to get DLC!' No.

'Help us artificially inflate second-hand prices by locking off single-player content with 'online' passes!' No.

'Jump through a series of hoops to get us more money NOW, you gullible fools!' No.

And yet, all across the great united front that is the internet, 12-year-old CFOs and GameFAQs MBAs are queuing up to defend this utter nonsense. NEWSFLASH: Videogame publishers don't give a single shoryuken about you. They never will. This is the reason why they attempt to gouge you out of your cash at every opportunity. You are the reason they succeed.

What can we do about it? Sadly, not a lot. Let's face it: people will always buy this nonsense, under a variety of excuses. 'It's only a few quid', 'I like the game', 'Second-hand game sales are killing the industry.'

All of this is wrong on its face. Misty-eyed journos from the stone ages of *Zzap!64* and *Your Sinclair* used to describe with unease the transition in the early-Nineties when videogames went from the domain of the bedroom coder to the control of the businessman. We'd love to know what they think now.



## STREET FIGHTER IV

Haven't we all become tired of constant DLC yet?



## TROPHIES THAT WILL HURT YOU



### ZONE ZEUS (WIPEOUT HD)

In Zone Mode, you start slow and your ship gets faster every ten seconds. You can't slow down. You just get faster. For this Trophy, you need to hit Zone 75, by which time your ship is so fast, your PS3 starts sweating with panic that it can't keep up and your eyes dry out. The reflexes and concentration levels required to ace this are insane.



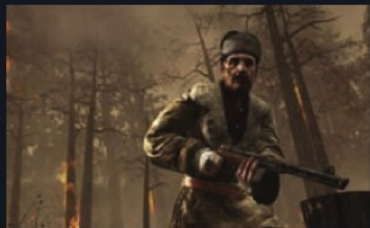
### THE BLADDER OF STEELAWARD (ROCK BAND 2)

You need to play Endless Setlist 2, start to finish, without pausing or failing. That's 84 songs. That's almost seven hours. When you look away from your TV after playing *Rock Band* for that long uninterrupted, your eyes will struggle to adjust, seeing everything floating upward. It's an actual thing, called Motion After Effect.



### NO CHALLENGE TOO HARD (STREET FIGHTER IV)

There are harder Trophies but none match the monotony of sitting in Challenge mode, trying the same combo over and over and over and over while the same ten seconds of music plays over and over and over and over.



### FOR THE MOTHERLAND (CALL OF DUTY: WORLD AT WAR)

For this Trophy, you need to complete Heart Of The Reich on Veteran. Which would be fine if you didn't spend the entire level crying tears of a broken man who doesn't have enough hands to throw back 80,000 grenades.

# PLAYSTATION 3 IN 2013

The pick of what's to come way off in the distant future



## FINAL FANTASY XIV

**FOLLOWING THE BOTCHED** release on PC, Square Enix quickly retreated to the lab to tinker, experiment and slap plasters over the gaping wounds of its leaky MMORPG. The side effect of knocking it into shape with development hammers is the PlayStation 3 version won't be due out until early 2013. Will the extra development time pay-off? We'll know when the PS3 beta hits November this year.



## DEVIL'S THIRD

**WHEN THE ECCENTRIC** Tomonobu Itagaki left Team Ninja in a whirlwind of shouting and lawsuits, he jumped over to THQ to start *Devil's Third*. His *Ninja Gaiden* work shines through what we've seen of the violent action game, which can be crudely summarised as *Ninja Gaiden* plus platformy bits plus guns. He's kept quiet so far, besides the odd video of him partying. We're not even making this up.



## RAINBOW SIX PATRIOTS

**IT'S BEEN AN** unusually early announcement from Ubisoft, with *Ghost Recon: Future Soldier* peeking around the corner and *Rainbow Six Patriots* not even far enough into development for Ubisoft to show off gameplay via video or stills. This is probably a good thing – *Rainbow Six Vegas 2* was a bit of a cheap sequel – so more time cooking in the dev studio should ensure a full, deserving sequel.



## GRAND THEFT AUTO V

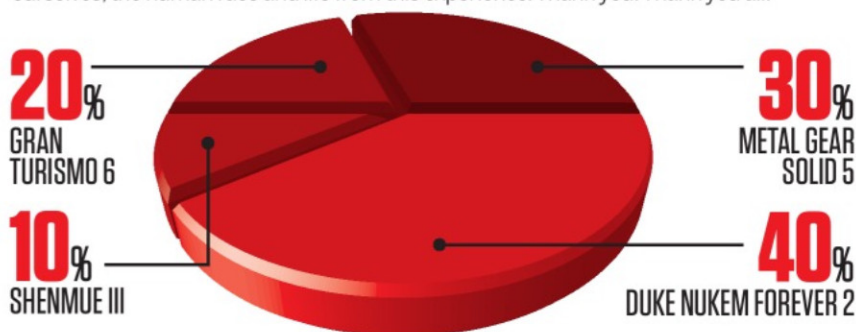
**ROCKSTAR LIKELY WON'T** mention when it will hit the shelves for some time yet but 2013 is a viable release date. *Max Payne 3* is out in May which rules out the previously suggested June/July release date and Rockstar is unlikely to throw *Grand Theft Auto V* out in the heavily congested winter months. That leaves late summer and 2013 as the only feasible release windows. But which will it be?

## AND THE REST...

**PATRICE DÉSILETS**, FORMER producer for *Assassin's Creed*, has yet to reveal what he's working on since he left the series and bolted for THQ. Likewise Guillermo del Toro with *Insane*. Rockstar also has *Agent* brewing in a studio somewhere, as does Square Enix with *Final Fantasy Versus XIII*. The slow research time on *Tekken X Street Fighter* suggests it won't see light of day until 2013 while *L.A. Noire* producer Brendan McNamara is currently working on *Whore Of The Orient*, which could come in at the end of 2013.

## WHICH GAME WILL BE RELEASED FIRST?

We asked you on Twitter and Facebook which game will come out first. Twitter shouted at us for a typo. Facebook answered the question. We have learnt more about social media, ourselves, the human race and life from this experience. Thank you. Thank you all.





# THE ANATOMY OF... YOSHIMITSU

He's appeared in a fair few different series, but wherever he is he never really fits in. Naturally that makes Yoshimitsu, the cyber-ninja from Tekken (via SoulCalibur), a chap of extreme interest to Play

## TALES OF INTEREST

Yoshimitsu is leader of a ninja clan – the Manji Party – and an all-round benevolent type. Usually, A classic Robin Hood-type, robbing from the rich and giving to the poor, he's also been caught up in biomechanical augmentation (his arm), revenge, helping the doctor who helped him and dealing with the insanity that comes from what turns out to be a cursed sword. So not that boring a chap, really. His *Soul* series story tells a different tale, but he's a *Tekken* boy/bot at heart, so that's where the tale really matters.

## STINKY BREATH

There is the fact that Yoshimitsu is a character in fighting games, so there is another factor worth mentioning: his pugilistic style. Well, it involves a sword. What this has meant in *Tekken* is the ability to (slowly) stab opponents for Massive Damage, as well as using the blade as a helicopter (no, really). Then there's the self-healing, the teleportation and the hara-kiri. Many of his techniques have carried over to *Street Fighter X Tekken*, with the added bonus of being able to vomit poison breath all over the opposition. Which is nice.

## ATTENTION SEEKER

Originally a character in Namco's *Tekken*, Yoshimitsu has appeared in every single incarnation of the series since. He also made the jump to *SoulCalibur*, mainly thanks to him already having a sword and so fitting in, as well as popping up in *Smash Court Tennis*, the *Tekken* movies and – most recently – *Street Fighter X Tekken*. We don't want to cast aspersions, but that is slightly whoreish. But hey, at least he's willing to reinvent his style in every game and is capable of getting more batshit mental as time goes by.

## WEIRD? OH

Yoshimitsu has always been an enigmatic type since day one; never fitting in with the other fisticuff-toting kids; always eating alone; rarely speaking up in class. But his weirdosity levels have reached higher and higher with each passing year – first he was weird because of the mask and sword, then for the fact he teleported, then because he went cyber-alien-future ninja, then he went a bit less weird because he was compared to Voldo. But he's always been a weird character, and we've always loved him for that very reason.

## FASHION ICON

Yoshimitsu moves with the times – he's never one to rest on his fashion-laurels. Here's just a few of his looks from over the years



### TEKKEN

This guy just oozes class, with his flowing locks and a mask that barely even conceals his identity. He looks every part the gentleman (ninja) thief. Though the sword makes him threatening.

### TEKKEN 3

Alright, it's a bold new direction for the Yoshster here as he becomes some kind of Lightsaber-toting space ninja from the future. It's an exciting look, we're just not sure it'll stand the test of time.



### TEKKEN 6

We... the... what the hell is this? This outfit must have cost tens of thousands – is that where his 'rob from the rich' funds are going these days? To fund his obsession with really stupid outfits?



### SOULCALIBUR III

One thing Yoshi boy always needed was a standard-bearing flag attached to his back. We'd always called it, so it's good to see him listening and rocking the look – and with quite some style, too.



### STREET FIGHTER X TEKKEN

Oh. Turns out his *Tekken 3* look *does* stand the test of time, as it makes a welcome comeback this year. Retro is in, after all, and we're more than happy to rescind our previous questions about the longevity of this look.

### SOULCALIBUR V

Well this is automatically disqualified by virtue of the fact Yoshimitsu in *SoulCalibur V* isn't the chap whose fashion we've been following all these years. It's a new guy. BOO TO HIM.



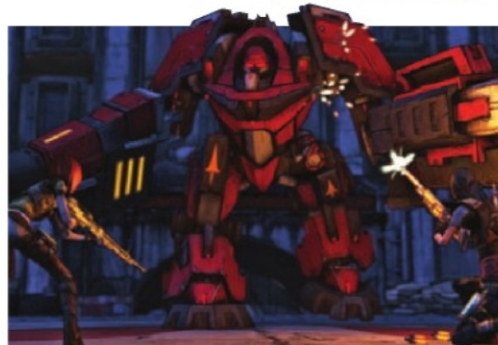


## TOP 5 DLC WORTH PAYING FOR

DLC isn't inherently bad, but there is a lot of tripe out there. Have faith, though, as there are some extra bits, mostly feeling more like the expansion packs of old, that are worth seeking out – and here's five of them:

### 1 GTA IV: THE BALLAD OF GAY TONY

*Lost And Damned* is up there, but it's *Ballad Of Gay Tony* that really pushed what it is DLC can offer. An entire new game, great characters, fun new mechanics – it's easily one of the best bits of extra content we've ever seen on PS3. More like this please, all other developers.



### 2 BORDERLANDS: THE SECRET ARMORY OF GENERAL KNOXX

All of the expansions to *Borderlands* were worth your money, but the *General Knoxx* expansion was a cut above. Increasing the level cap, adding a lot more challenge even to seasoned players and bringing in some more new stupid weapons. Plus it was a biggun. Top notch.

### 3 FALLOUT 3: BROKEN STEEL

For a lot of people *Broken Steel* fixed *Fallout 3*, in that it allowed the player to continue beyond the original ending. In fact, it's recommended that new players make sure they have *Broken Steel* installed before commencing, so they can have the 'proper' experience from the outset.

### twitterwatch



@AarynFlynn

"Whatever, f\*\*\*ing moron."

@PlayMag\_UK says: This is BioWare Edmonton's studio GM defending BioWare writer

Jennifer Hepler when she received a torrent of abuse after signing up to Twitter. One guy called her 'the cancer poisoning Bioware'. This was Aaryn's response. Anyone who stands up to internet trolls gets Respect +3 from Play.

### 4 INFAMOUS: FESTIVAL OF BLOOD

An expansion pack somewhat out of left field, *Festival Of Blood* suddenly turned up and suddenly turned out to be quite good fun. A handful of cash for a handful of hours, some new powers, a rather silly new story (with vampires, of course) and all the polish you'd expect from a full release.



### 5 RESIDENT EVIL 5: GOLD EDITION

Capcom gets it in the neck for a lot of its DLC, but the *Gold Edition* additions to *Resi 5* were great. Not only did they add a couple of entirely new, albeit short, campaigns, they also saw additional characters brought in to Mercenaries mode. Oh, and Barry Burton, naturally.

## TEAM PICKS What's your favourite non-waste-of-money DLC?



#### IAN MASS EFFECT 2:

**Lair Of The Shadow Broker**  
It would just be a nice added extra mission if it weren't for the fact it brings back Liara, gives her more of a storyline and is generally great fan service.



#### STEVE GRAND THEFT AUTO IV:

**The Ballad Of Gay Tony**  
Some people didn't like *GTA IV*, the fools. But you can't hate *Gay Tony*. Playing this for the first time reminded me why I loved both *IV* and the series.



#### DAN NBA 2K12:

**Legends Showcase**  
Being the only piece of DLC I've ever bought and having only played it once in the last three months I guess this *has* been a bit of a waste of money. Don't tell the wife.

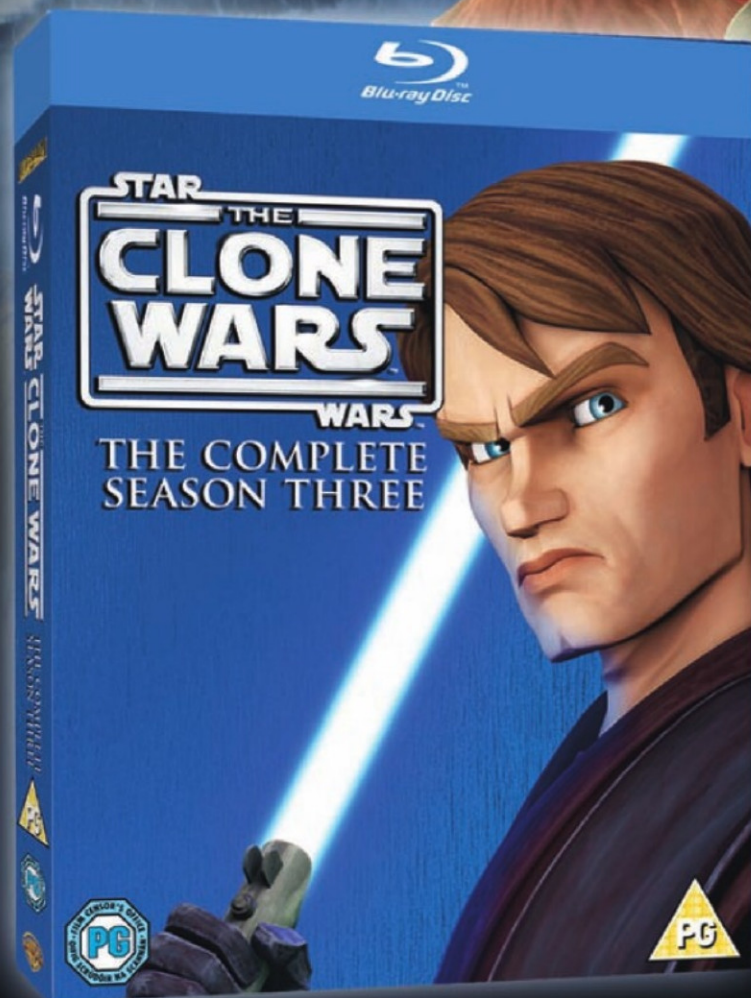


#### RYAN L.A. NOIRE:

**Nicholson Electroplating**  
Probably the best case in *L.A. Noire* and definitely the biggest explosion of any PlayStation 3 thing. It didn't push *L.A. Noire* forward but seriously guys, it was a BIIIIIG explosion.



# THE BOLDEST ADVENTURES YET!

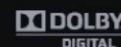


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No seriously, follow us. We give away games, we retweet stupid videos and we will talk to you. No seriously, we will. It's a miracle we manage to make a magazine each month



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### Play-Mag.co.uk

Opinion, analysis and hilarity can be found on our website [www.play-mag.co.uk](http://www.play-mag.co.uk) so join the debate, tell us why we're wrong and make us cry a bit



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### Podcast

The Play team talks games every month [www.play-mag.co.uk/category/podcasts](http://www.play-mag.co.uk/category/podcasts)

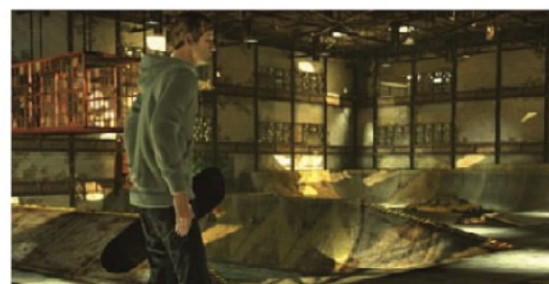
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# TONY HAWK'S PRO SKATER HD-NEW DETAILS

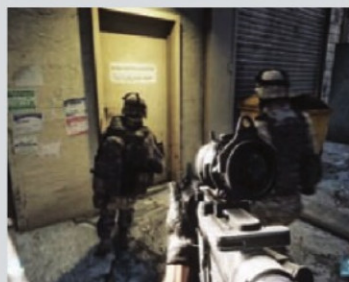
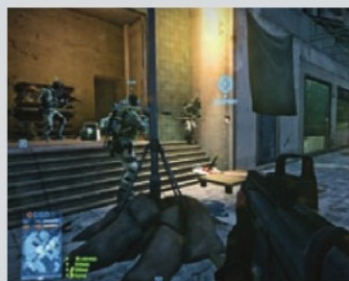
If you've been paying close attention to PlayStation-land, you'll know *Tony Hawk's Pro Skater HD* is currently in the works. It'll be a download mash-up of the first two *Tony Hawk's Pro Skater* games, taking a selection of levels from both and giving them an HD lick of paint.

We've now learnt other details via Activision. It won't be compatible with the *Ride/Shred* plastic skateboard monstrosity. Reverts, walking, spray-painting and other post-*Pro Skater 2* gimmicks won't be added in (not every fan seems to be happy about this, for what it's worth). There are "no details on DLC yet, stay tuned" which suggests there will almost definitely be some sort of DLC. Online play will be added to the final game and the release date is set as mid-summer 2012.

Now the important part – *Tony Hawk's Pro Skater HD* will feature "some of the [original] songs, but definitely not all of them." Which tracks will make it in? Activision's not saying. But we'll give *Tony Hawk's Pro Skater HD* 294% by default if it has *Superman* in. Or *Jerry Has A Race Car Driver*. Or *Evil Eye*.



# BATTLEFIELD 3: 20% PLAY 'ALMOST OFFLINE'



Peter Moore has revealed a rather un-startling statistic concerning *Battlefield 3*: around 20% of people play the game 'almost offline'. They have an online connection, download stats, updates and whatever else, but don't really bother actually playing the game online, against other real humans. Well, other humans. The 'real' part is up for debate.

Speaking to Kotaku, Moore said: "Our telemetry might tell us that as many as 20% just want to play almost offline – connected yet offline." Are you a part of the 20%? I think I am, but not in the sense being spoken of here – mainly because I see *Battlefield 3* as an online game and, beyond review purposes, haven't bothered with the single-player campaign. But other games: I rarely bother with their online modes outside of what's necessary for the job.

Yet I stay connected. I download the updates. I pay attention to the

DLC. I've even (whisper this part) redeemed some online passes then never actually used the game online. For that I apologise. Though only a bit.

But there's a lot of games out there with perfectly good online modes I will never bother with, and I know I'm not alone in this. It's interesting for Moore to put a percentage on it, though, and nice to see that – at least from the *Battlefield 3* stat – there's a fair few of us out there. Though it still doesn't apply to me personally with *BF3*, so yeah, there's that mild contradiction.

Then again, this is the same Peter Moore that gave us the cast-iron prediction England would win the 2010 World Cup, laying out reasons from the season the tournament would be played in (winter) to the amount of experience the squad then had together.

And look how that worked out. We can't trust your claims and predictions Peter, not after that. It hurts too much.



# facebook

www.facebook.com/PlayMagazineUK

## Things you may have missed on our Facebook page



### RACCOON TESTICLES

Andy designed this. We don't know why. We posted it on our Facebook wall and everyone started talking raccoon testicles. Again, we don't know why. Sometimes you have to roll with the punches.



### IT'S A MINIATURE AZTEC PUZZLE

This is a Vita box, with a Coke can for comparison and because Bobby Kotick is now on the board of directors at Coke, so tenuous gaming link. But look! Look at the clasp! It's an Aztec puzzle!

## PLAY DISCUSSION:

**PLAYMAG UK:** What games are you looking forward to this year? And what's the one thing you really want to know about them?

**THOMAS DAVIS:** *Hitman: Absolution* would be my best bet. I've been looking forward to it since November 2010, and I really want to know when it'll come out.

**GABBY WILLIAMS:** Anything on Vita!

**GORDON MCLEAN:** *The Last Guardian*. Is it still coming out?

**SAM ROBINSON:** How has nobody commented on *Grand Theft Auto* yet?

**STEVE DORIAN:** Will it take another thousand years for the next *Duke Nukem* game?

**DEAN BOOSH-BOOSH WELSH:** *BioShock*! Will there actually be a worthy boss at the end of it? Unlike the last two – great games, poor bosses.

**STUART NEWTON:** *Silent Hill: Downpour* – is it gonna be a *Silent Hill 2* or *Homecoming* type of thing, the delay on it is making me think, it's broken and they're trying to tart it up, hope not

**DANIEL MARSHALL:** When's *GTA V* out? I can't wait for that.

**JAMES WARD:** Probably *GTA V* and just general info – who are the characters, size of the map, available missions and stuff. Can't wait!

**COL CARNEY:** *BioShock*... would love to know more about the world.

**LANCE BURNS:** *SSX* for me.

**JASON UNDERWOOD:** It's all about *GTA V*.

**SEIFER MOO:** For me it's all about *Diablo III* for years, now I've been waiting, hearing that it's coming out. So two things – is it really coming out this year and is it going to be on PS3?

**KELLY BRADY:** *GTA V* and *Resident Evil 6*!

**OLLY MCCULLY:** It was *Operation Raccoon City* but...

**MAX GARBUT:** Literally any shred of evidence that *Agent* still exists.

**SEB AYCOCK:** *Dishonored* – you've covered most of it in the mag, but I'd like to see what animals you can possess.

# You Tube

www.youtube.com/PlayMagUK

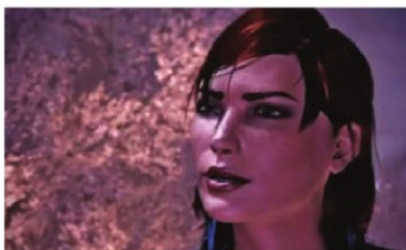
## Things you may have missed on our YouTube page



### VIRTUA FIGHTER 5: FS – INTERVIEW TRAILER



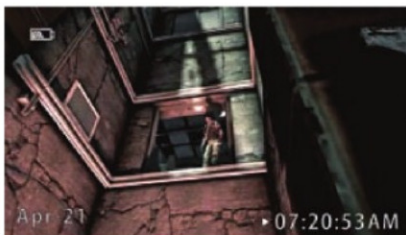
### PS VITA REVIEW



### MASS EFFECT 3 – FEMSHEP TRAILER



### BINARY DOMAIN – MULTIPLAYER TRAILER



### I AM ALIVE – EXPLORATION TRAILER



### GHOST RECON: FUTURE SOLDIER

# twitter

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## What have you been saying to us on Twitter?

**@PLAYMAG\_UK** What's the best/worst game idea you can think of? Best/worst ones will make it into the mag. No swearing. Nudity allowed. Maybe.

**@SPECTRALHANDS** You play as a nude locked out of your house, you have to make it to your parents' house without being arrested!

**@PEPSI\_PUNK** *Take Me Out*. PlayStation Move based shenanigans where you attempt to woo virtual girls with your wand waving.

**@NASH977** think they should do a new *Crow* game. It could have been great when it came out on the PSone

**@HADOSHROOMS** Worst game

idea: A game where you have to go to a Game shop and collect all the games that are better than the game itself

**@FRANKIEADZ** Worst game idea has to be a cleaning game... no one likes doing that in real life so doing it in a game won't be any better

**@METALPAUL1000** a supermarket sweep game. With a fully rendered Dale Winton

**@DAVIDP1985** Worst game idea for me would be a realistic real-time watching paint dry sim. You pick the colour and then watch it dry :)

**@PICTOPIRATE** Instead of the

plethora of post-apocalyptic games a pre-apocalyptic one? You must survive the bomb then the initial aftermath

**@PAUL\_BOWLER** *GTA Only Way Is Essex* where you drive about, get a spray tan, go on tv, act dumb, gets lods cash, & say init & Shaaadaap a lot.

**@DAVIDRAYNE** "Revenge of the Recycler" items of rubbish fall down the screen ala *Tetris*. You must select appropriate colour bin to catch them

**@ITALIANICK84** Worst idea = Any game that results in a movie made by Paul WS Anderson. I hope he reads this.



# RE:PLAY

Just when we thought there was no room for positivity in this world – 75% negative letters this month – up pops one shining light to remind us that, y'know, games can be *fun* and stuff

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## ELITE ELITISIM

And so it comes around again: *Modern Warfare 3* gets a new map pack and guess what? Xbox owners get it first. No surprise there as it happens all the time. The problem this time is that myself and many others have purchased Elite mainly for the purpose of receiving these maps exclusively first. What was the point if we PS3 owners are to be discriminated against, wasting our hard cash in the process? I wouldn't mind quite so much if we were compensated, even if it was only for a couple of prestige tokens, for example. The more this kind of thing occurs the less likely I and others of the same opinion are likely to buy their products in the future. Surely it's about time the makers took some notice of this.

Great mag, keep up the good work.

**Kevin Wenzel**

**This is a complaint we've heard quite a lot of recently, and we do sympathise a great deal because... well... it's annoying, isn't it? The problem is, Activision has never said PlayStation 3 owners would get content earlier by signing up to Elite. In fact, when the company announced the service it went out of its way to point out that PS3 Elite purchasers would not magically trump the Activision-Microsoft exclusivity deal. We don't like to side with the big boy publishers, and we do feel your pain – it's**



annoying to pay for a service and then be told you're still not getting the same benefits as those with the same service on another console – but the company has not lied or misled. It's been misunderstood.

**We want clearer communication from Acti next time though, or an effort to cut out rumours before they become 'fact' to make sure it doesn't happen again.**

## SKYRIMIIIIIIIIIM

With *Skyrim* being both awesome and totally crap all at the same time I just had to email in to vent my frustrations.

Now I did mention this on Facebook earlier and got a couple of replies but as much as I love *Skyrim* – the gameplay is awesome, the graphics are a huge improvement over previous games and the story is actually really good and not very confusing this time around – it does have its bugs. At least mine does anyway... In the past I've glitched through walls and floors and through actual people or I've just had them wander around the city while I'm still talking to them (ignorant bastards). Anyway, the first patch seemed to fix most of my problems and for a short amount of time my save file, which was a whopping 10MB, decreased to about 6.5MB.

Recently, however, problems have started again for me. My save file has been on the



**The stuff we want to hear about!**

**1**

**February and March: too many games?**

**2**

**Do you find it easy to overlook a game's faults to enjoy it?**

**3**

**Sooo... did you get a Vita?**

increase ever since and is now a massive 14MB and it keeps crashing on me at really inconvenient times, like when exploring a dungeon so my autosave picks up where I entered and repetition is a pain in the ass. I just noticed that last time you wanted to hear if it was broken, well mine is and I'm hoping the next patch will fix a lot of problems because quite honestly after all the previous Bethesda games like *Oblivion* and *Fallout* I thought these kinks would have been stamped out now and it annoys me that they are not, because it is the only thing ruining what is definitely my favourite game of the last few years. I can't be bothered to continue playing the same old crap that *Call of Duty* and *Battlefield* keep serving up – yes, I do own them both and, yes, I do prefer *COD* but only because it's the game that all my friends have so I can play online with them.

I hope this little rant makes it into the glorious spotlight of **Play** magazine.

**Jamie, Hull**

Aaaaand, breathe. There's no need to be so angry with the world, Jamie. Even if Bethesda has screwed over PlayStation 3 owners somewhat by giving us what turned out to be a bit of a borked version of last year's best game. It wasn't enough to make us dislike it – it did require a lot of overlooking – but it is still, as you rightly point out, bloody annoying. Bethesda keeps patching it, *Skyrim* players keep coming back with inconsistent reports as to whether it works or not (the latest patch, unsurprisingly, apparently being the best), it's hopefully a saga that will come to an end sooner rather than later.







Write in, and win! Every letter we print receives a free game, courtesy of Deep Silver. For each letter this month, the sender wins Star Trek: The Original Series – Who Wants To Be A Millionaire? Special Edition which is available now for download on PSN (£11.98).

## SOPA? NOPE-A

Just thought I'd throw my two cents in regarding the SOPA and PIPA legislative acts within America by echoing, like many, my complete disdain for it. Being a European, I feel quite powerless in the face of sanctions that will undoubtedly eventually make their way here; without an open and free internet, we stand to lose basic rights as well as content from sites we hold dear. What perhaps makes my blood boil further is the ESA's (Entertainment Software Association) stance of unequivocal backing on the matter; the problem of course being, that they represent the lobbying arm of gaming as a whole. We as gamers have to do what we can to stop all of this; what's being proposed is radical no doubt, and potentially revenue destroying for both sides concerned: E3 is the association's biggest money-maker, to support and cover the event is to play into the hands of this organisation and their beliefs, and as

such many gaming sites and smaller developers are calling for a boycott of the event until the ESA revoke their stance on both pieces of legislation. We need to hit them where it hurts and where they'll listen: their wallets. The publishing ranks of the gaming industry still hold an integral rank and in light of this, I hope to call on the support of gaming publications everywhere to display a stance of solidarity and defiance in the face of acts that will affect every corner of the gaming industry we hold so dear.

Cheers for listening.

Adam Byrne



Not to put too fine a point on it, but: SOPA, PIPA, ACTA and anything else that tries to control the wonder and beauty that is the free flow of information, ideas and creativity on the internet can crawl into a ditch and die as far as we're concerned. SOPA and PIPA, at the time of writing, have been put on the back-burner, but they're not gone. ACTA doesn't seem to be getting the headlines and reactions the other two were even though it's arguably worse. These acts serve nothing more than corporate greed and are sure to be misinterpreted in order to benefit bullying corporations, obsessed with sticking to a business model that should have adapted to a changing world over a decade ago. Hopefully politicians will listen to the voices of the public and businesses entirely against these acts. Hopefully.

## STAR LETTER

# PLAY: "NEVER WRONG"

Just want to quickly say that your mags are brilliant and top-end stuff. Now, recently I had picked up on something that took me a bit by surprise. That is the fact that *Battlefield 3* and *Modern Warfare 3* got the same rating as *Resistance 3* – 88% I believe.

Now I'm not saying that they shouldn't have the same rating here as all three of these games are great (also *Play* is NEVER wrong) but this justifies how good *Resistance 3* is to all the fellow

*Play* readers. I think the campaign is absolutely fantastic and a lot better than that of *Modern Warfare 3* and, of course, *Battlefield 3*. It's really emotional and pulls you in. However the online is not as good as *Modern Warfare 3* or *Battlefield 3*, especially *BF3* – shut up *Call Of Duty* fanboys (as I presume they are raging with pure, umm... rage as they read this), *Battlefield 3*'s online is way better. But *Resistance 3* is one of the best gaming experiences for me.

So while you're camping like an utter noob on *MW3* while shouting your head off at 11-year-old Americans or being blown to crap by jets or helicopters on *BF3* while attempting to capture a base on conquest – just stop for a second, my fellow *Play* readers, and buy *Resistance 3*. It will really take you by surprise at how good it is. It didn't get the same rating as the other two FPSs for nothing after all. Plus there's the fact that Grims are in *Resistance 3*, and Grims are awesome.

Neil Vincent

Well, that's the purpose of review scores – and you hit the nail on the head. *BF3* and *MW3* falter in their single-player campaigns, instead offering fantastic multiplayer, each with its own benefits. *Resistance 3*, however, made some bold moves with its single-player and offered an experience we didn't expect to be as good as it was. We're sad to see Insomniac saying it won't be making any more games in the series but it's probably for the best, as the series gets to end on a high. And damn straight we're never wrong. Apart from about *Rogue Warrior*. That was 8% at best.



# PLAY

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# THE TRUTH ABOUT... THE BIGGEST GAMES

The games industry is controlled by the sort of shadowy figures that would make the Patriots blush. PR men, company stooges, the vague threat of unpleasantness should you tell the truth... it's all in a day's work for **Play**. Which is why we asked you – via Twitter, Facebook and everything else socially networked – what you wanted to know about the biggest upcoming games. Now, we're going to tell you. When's Grand Theft Auto V out? What's next for Assassin's Creed? How shouty will Dead Space 3 be? These are the burning questions of the day, and we've answered them all. Can you handle the truth?

**YOUR  
QUESTIONS  
ANSWERED!**

Our work isn't over, however. Keep sending in questions via

TWITTER  @PlayMag\_UK

FACEBOOK  Play Magazine

OUR YOUTUBE PAGE  Play Mag

email or even an old-school letter if you want. Just keep the requests coming, and Play will do its very best to get the truth.



# PS4

## THE BIG QUESTIONS

**WILL IT BE ANNOUNCED THIS YEAR?**

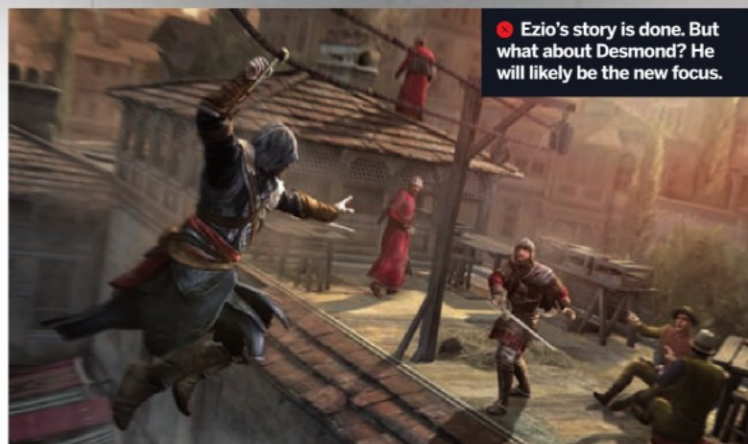
Highly unlikely. E3 would be the best place for such an announcement but besides the odd flare-up, the rumour mill is far too dormant. Sony would struggle to hide an announcement of this size this close to E3.

**WILL SONY EVER ANNOUNCE PLAYSTATION 4?**

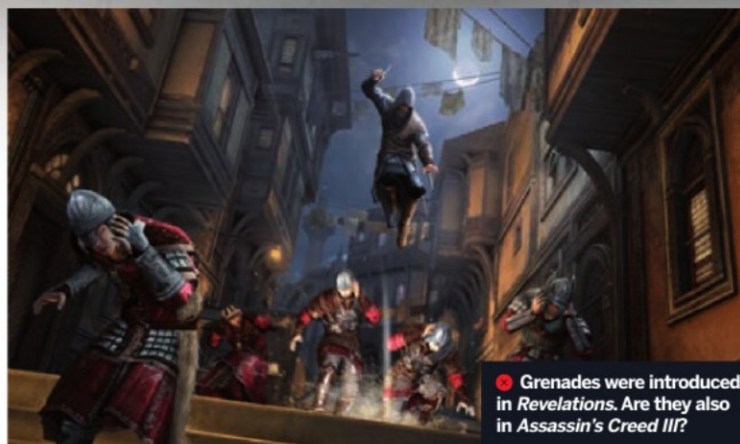
Highly likely. There was talk of a major player dropping out of the console arms race and with Nintendo having announced Wii-U and Microsoft supposedly on the verge of a new console announcement, that leaves Sony. Yet the release of the PS Vita suggests Sony sees a big future in hardware.

**WHAT WILL SONY'S STRATEGY BE?**

Extremely hard to say without any firm info on when, or even what, we can realistically expect. However, Sony has acknowledged the high price point of the PlayStation 3 on launch stunted growth, so expect its next PlayStation entry to be more reasonably priced.



● Ezio's story is done. But what about Desmond? He will likely be the new focus.



● Grenades were introduced in Revelations. Are they also in Assassin's Creed III?

**F**or those who have been following *Assassin's Creed* and the increasingly complex, loopy twists and turns its storyline has taken over the years, it's surprisingly straightforward to see where *Assassin's Creed III* will be heading and what it will be focusing on. The quick version is that *Assassin's Creed III* will wrap up Desmond's storyline.

The longer version is thus. *Assassin's Creed Revelations* ends with Jupiter of the First Civilization telling Desmond that they tried to save their civilisation from destruction by a solar flare but failed. A second solar flare threatening the planet is on the way and only Desmond has the power to stop it. He wakes up from the Animus in the central vault, where the data to stop the solar flare was collected by the First Civilization, and tells the other Assassins that he knows what to do. And there you go – end of *Revelations*, beginning of *Assassin's Creed III*? With the end of the world pencilled in for 2012 (in the game, not in real life, calm down), the timing makes sense for Ubisoft, the storyline, the game, the fans, the... well, everything.

Ubisoft has acknowledged that the 2012 tipping point means it has to get a move on with *Assassin's Creed III* and sure enough, it's due for release in October this year. But it's not going to be a sequel shoved out the door for the sake of meeting that deadline. "We will push the title a lot because it's a



# ASSASSIN'S CREED III

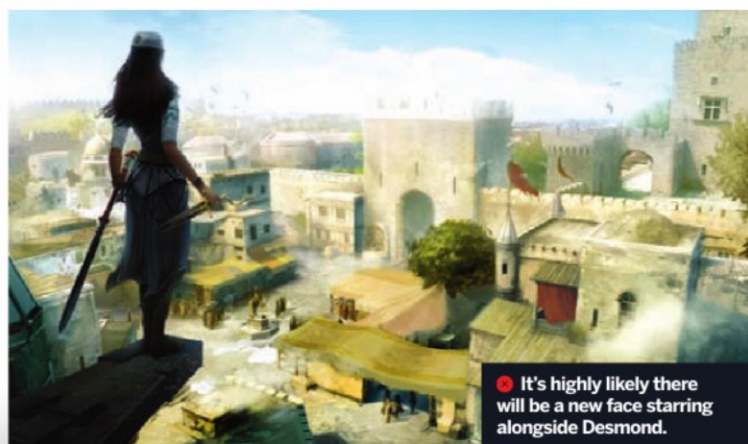
## WHAT WILL THE STORY BE?

fantastic product that the team has been working [on] for three years," said CEO Yves Guillemot. "What we have seen is just fabulous."

That's good news for fans, knowing *Assassin's Creed III* has been brewing in the development cooker a little longer than usual. Interestingly, though, the first talk of *Assassin's Creed III* came way back in 2009, with creative director Patrice Desilets (now at THQ) talking about interesting ideas for the third outing following the release of *Assassin's Creed II*. Likewise, *Assassin's Creed* producer Sebastien Puel spoke about *Assassin's Creed III* around the same time, noting that there were a lot of discussions about where it would be set. He even mentioned you could play a woman in England during World War II. That's unlikely to happen but it shows Ubisoft's thinking three years ago – around the time development began, if Yves Guillemot is to be believed.

*Assassin's Creed III* will be about Desmond's story and the question mark really is when and where it will be set, with Desmond likely to scoot off through the Animus to wherever he needs to go. One rumour that refuses to go away is 18th Century America will be the setting (*Gangs Of New York* and *The Assassination Of Jesse James By The Coward Robert Ford* are films set in this time period). True? Not true? We'll find out very soon...

**PLAY PREDICTS**  
DESMOND FOCUS  
That's clear enough. The real question is where it will be set and what the time period will be.

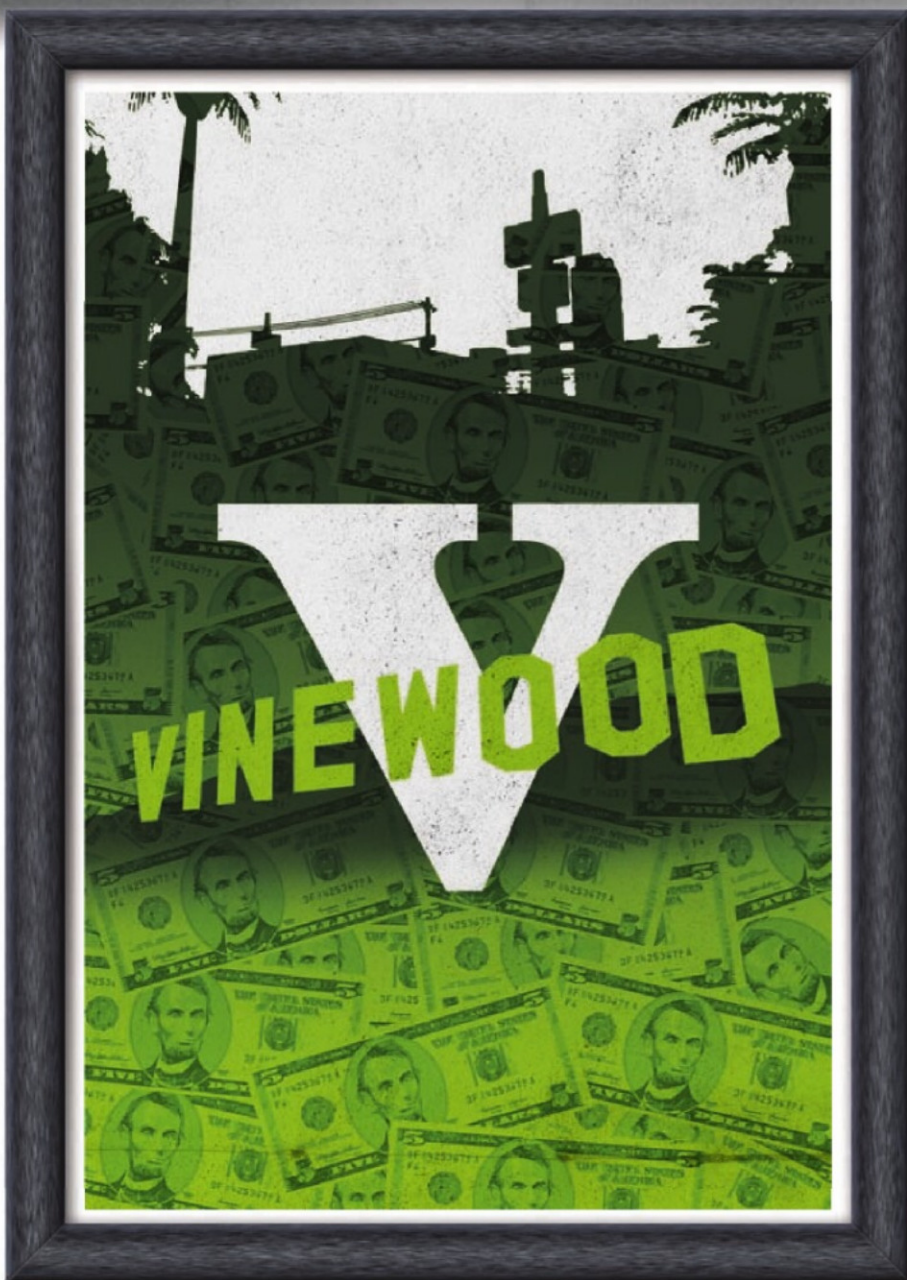


● It's highly likely there will be a new face starring alongside Desmond.

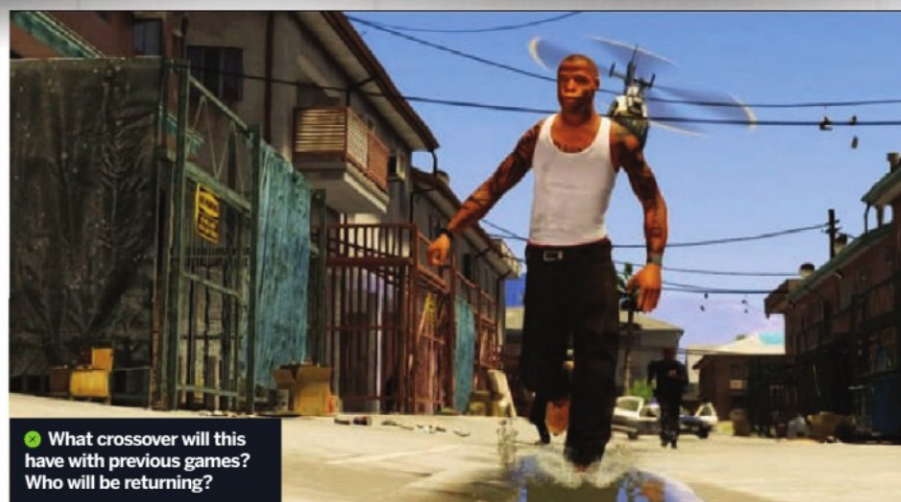


● *Assassin's Creed III* has been in the works for three years, says Ubisoft.





# GTA V



What crossover will this have with previous games? Who will be returning?

## WHEN IS IT COMING OUT?

**A**h yes, the million-dollar question, with the prize being a closely guarded bit of knowledge rather than enough money to roll around naked in on your bed.

The release date has easily been the biggest question mark over *Grand Theft Auto V* since the reveal trailer dropped in on an unsuspecting public with various rumours and crazy conspiracy theories to keep everyone busy until Rockstar's open-world game finally clunks onto shelves.

We would sneak into Rockstar's offices to find out but years of doughnuts and beating everyone to that last slice of pizza means we'd

struggle to climb through open windows, let alone scamper back to safety before the Rockstar employees can reach for the blow-dart guns. So how do we even venture a guess?

There are three things which help us pin down when Rockstar will release *Grand Theft Auto V*. The second clue – we're deliberately ignoring the first clue

**“ It doesn't need to compete for Christmas cash. It can hit shelves at any time of the year and know it will shift plenty of copies ”**

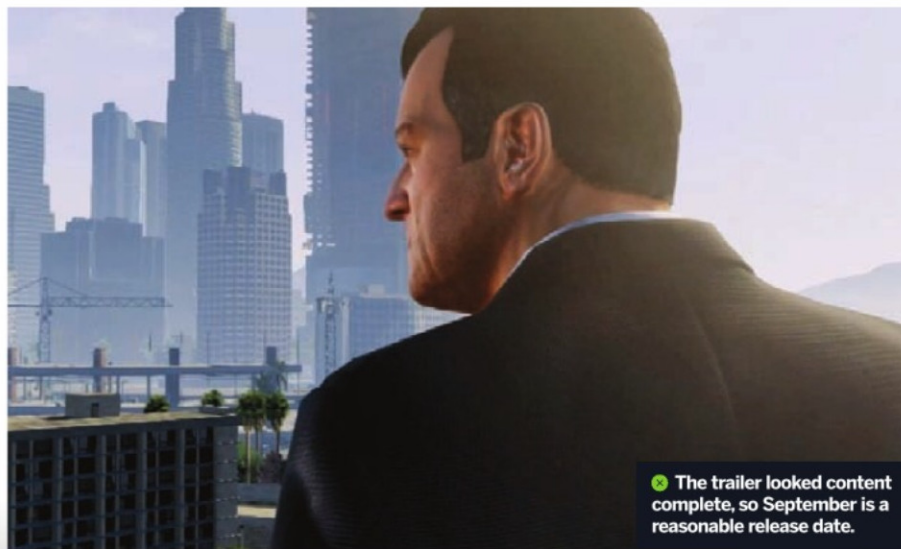
as 'the game looks complete' adds to the ambiguity rather than clearing it up – is *Max Payne 3*. Rockstar has been building up its revival of the dormant *Max Payne* series and no doubt hopes it catches the wild streak of critical and commercial success *Red Dead Redemption* did.

The signs are in its favour. *Max Payne 3* is a fairly well known IP – *Red Dead Revolver* only ever inspired a half-hearted shrug of the shoulders, if it was lucky enough not to prompt a "what?" – and

it doesn't have to defend itself against rumours of development troubles, which *Red Dead Redemption* did before release.

Why does any

of this matter? Because the only thing that would scupper Rockstar's chances of striking gold with *Max Payne* would be if The Biggest Game In The Universe happened to release around the same time. And guess who happens to be publishing The Biggest Game In The Universe? Rockstar won't want to split its marketing costs, shelf spaces,



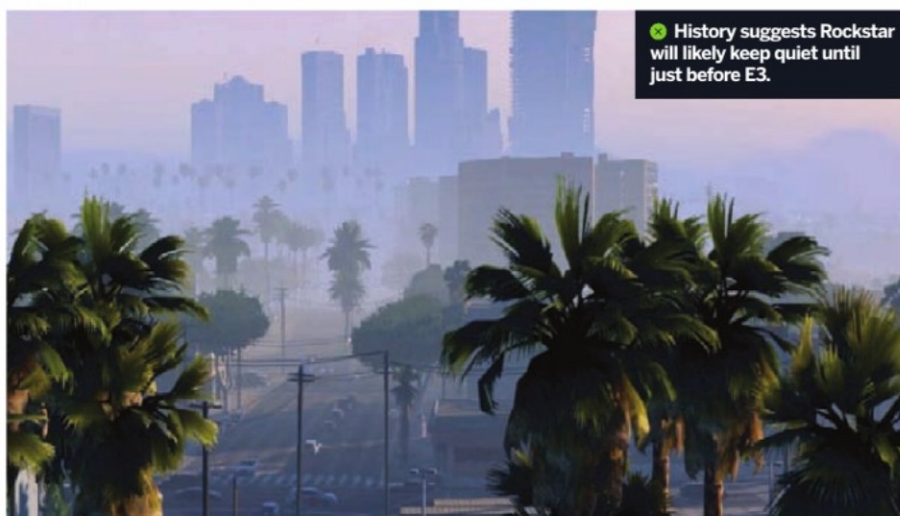
The trailer looked content complete, so September is a reasonable release date.



✖ The 2405 made some people think 25 May was the release date. Nope.



✖ History suggests Rockstar will likely keep quiet until just before E3.



resources and time between two games, so it won't. Hence, when *Max Payne 3* releases in May, it won't have to look over its shoulder for *Grand Theft Auto V* to steal its thunder. So we can rule out an early summer release.

The third clue is Rockstar's own history. *Grand Theft Auto III* wasn't a sure thing when it crashed onto shelves in October 2001. It was one of many big releases at the time – *Metal Gear Solid 2*, *Devil May Cry*, *Tony Hawk's Pro Skater 3*, *Silent Hill 2* and *Ico* hit shelves around the same time – and *Grand Theft Auto III* was seen as 'just another' big game. As we now know, it became a cultural phenomenon and sold enough copies to fill small countries. This is why *Grand Theft Auto IV*'s release date of 29 April 2008 is so interesting. *Grand Theft Auto* has become such a force that it's actually moved beyond the rat-race. It doesn't need to compete for Christmas cash. It can hit shelves at any time of the year and know it will shift plenty of copies. In other words, Rockstar will avoid the end of year crush and find its own release window to dominate.

But what do retailers have to say? We called them up and they all had different results, which speaks of the ambiguity currently surrounding

the title. Game told us that *Grand Theft Auto V* is likely to come out at the end of the year. "Rockstar's other release, *Max Payne 3*, got pushed back so that's going to affect development of *Grand Theft Auto* a little. We're thinking end of the year." *Max Payne 3* is being developed at Remedy, not Rockstar, so he's wrong on that point but we agree that Rockstar wants to avoid having *Max Payne 3*'s scowl next to *Grand Theft Auto V*'s glistening logo on Game shelves.

Gamestation, bizarrely, told us this: "There have been rumours they've been talking about March. But then again, it's only rumours, they can change it at any point in the meantime. They kind of like doing it to increase tension among the fans, make them all sort of like 'oooh it's coming out in March, it's coming out in March!' and then they'll delay it to get everyone's gander up." March? It's March now. Isn't that a bit close? "I'm trying not to put too much stock into it because I'll get too excited!" Right. Fair enough.

We called HMV but it didn't have any clue at all while Asda didn't even seem to know what *Grand Theft Auto V* was. But we did get a nice egg mayo sandwich and orange juice for under two quid from there for lunch, so let's not be too harsh.

**PLAY PREDICTS**  
SEPTEMBER 2012

It's away from *Max Payne 3*, avoids the big rush of end of year releases

**GTA**  
**STATS**  
**8.93**  
**MILLION**

WORLD WIDE PLAYSTATION 3  
GTA IV SALES TO DATE

**3.60**  
**MILLION**

DAY-ONE SALES OF GTA IV ON ALL  
FORMATS

**\$500**  
**MILLION**

INCOME FROM WEEK-ONE SALES

**SONY**  
**LEADING**  
**2012**

PLAYSTATION 3 SALES

**1,311,626**

XBOX 360 SALES

**987,402**

NINTENDO WII SALES

**739,676**



## BIOSHOCK INFINITE

### DOES IT USE REGENERATING HEALTH?

**T**his might not sound like that big a deal, a question of gaming importance on a par with 'how many hats do you unlock' and 'is the shotgun really loud', but it's a question that has come up time and time again. Bizarrely, upon investigating we found out it's not something that Irrational Games has communicated to fans or even to 2K Games itself. Which probably explains why it's been such a persistent question, to be fair to those asking. *BioShock* didn't use regenerating health, going against the current gaming trend, while *BioShock 2* had regenerating health but only with a specific plasmid. Lots of people have tried looking to the *BioShock Infinite* E3 gameplay demo for clues but it's worth noting these are often played on God mode, to spare the developer the embarrassment of dying in front of millions worldwide. You thought being Giant Enemy Crab guy was bad? Imagine being the guy who died during the *BioShock Infinite* demo. Yeah. Exactly. So until Irrational comes forward and explains, we won't know for sure. And no, we don't know how many hats you unlock.

**PLAY PREDICTS**  
NO

*BioShock* didn't and that seems to be a design choice that will carry over to *Infinite*



It's different but the health system won't change.





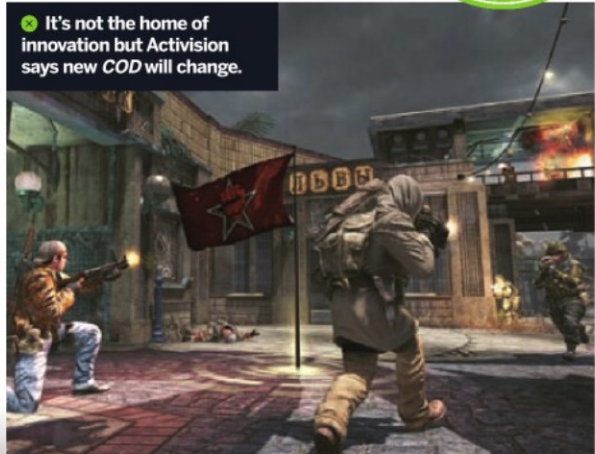
## BLACK OPS 2

### WILL IT DO ANYTHING DIFFERENT?

**T**his year, we expect to further expand our presence with the launch of an all-new, epic first-person shooter title under the *Call Of Duty* brand. From what we've seen to date, the game already looks fantastic and will bring meaningful innovation to the franchise. I could not be more excited and truly look forward to sharing details with you in the future." That's what Activision CEO Eric Hirshberg said during a recent investor call, but then he'd also promise that playing *Call Of Duty* would make Megan Fox turn up to lick sherbet off your nipples if he thought he could get away with it. Still, Activision has publicly made that promise now and it may be a fool's errand to expect innovation with a series that has sold millions by doing anything but, if next-gen consoles are on the way, the last hoorah of the series would be the best time to try it. The question is whether that's this year's *Call Of Duty* or next year's.

**PLAY PREDICTS YES**  
The dawn of next-gen consoles is the safest time to try something new and innovative.

It's not the home of innovation but Activision says new COD will change.



## HALF-LIFE 3

### WHEN WILL IT BE ANNOUNCED?



**Y**ou know, I would say E3 but considering I've said that for the last four years, it's hard to make that prediction again," says Brett Cunningham, a key member of the 'Call For Communication' group that has been set up to prompt/tempt/force/demand Valve releases something, anything on *Half-Life 3*. You can understand the group's frustration. Without any publisher forcing it to adhere to the usual cycle of announcement-hype-release, Valve does things how it wants, when it wants. And it has wanted to be really, really quiet about *Half-Life 3*. Besides the odd bit of artwork that emerges and is then almost immediately confirmed as fake, *Half-Life 3*'s pulse on the rumour mill has been consistently flatlining for years. Then again, everything with Valve is done internally, so leaks are less likely to happen as well. Even so, we want Brett to commit to a date. What say you, Brett? When will *Half-Life 3* be announced? "What the hell – I say E3 2012." There you have it folks.

**PLAY PREDICTS E3 2012**  
We'll join the pressure group here and say E3 will be Half-Life 3's coming out party

## HOMEFRONT 2

### WHAT CAN WE REALLY EXPECT?

**W**e put on our poshest accents, combed our hair and even busted out our best aftershave that we'd been holding onto after a free sachet fell out of a copy of FHM years ago but no dice. We tried charming info out of THQ's headquarters but were told there are no details yet, as *Homefront 2* is "ages away." So if anything, you know it won't surprise you by falling off the shelves when you reach for a copy of *Max Payne 3* in Asda come May.

So what should we expect from the sequel to Kaos Studios' polarising game? A lot of multiplayer changes. Kaos Studios brought its *Frontlines: Fuel Of War* experience to multiplayer and it showed, as the two games shared a similar framework. Now Kaos Studios is out of the picture, the multiplayer will no doubt change drastically – even if Crytek gamely attempts a similar experience, it doesn't have similar experience or personnel to pull it off. Multiplayer seems to be the one component publishers feel safe changing from game to game (see *Splinter Cell*), so we expect that to happen here, as THQ tries to find the winning formula.

**PLAY PREDICTS MULTIPLAYER**  
Hard to say how the core experience will differ but multiplayer will likely be reinvented



Big changes? For the multiplayer, there almost certainly will be.





## HITMAN: ABSOLUTION

ARE THEY DUMBING IT DOWN?



It's streamlined but that doesn't necessarily mean it'll be dumbed down.

**P**eople are less open for trial and error now," says Tore Blystad, game director of *Hitman: Absolution*. "We call that the *Call Of Duty* effect. It's breeding a generation of gamers with four-millisecond attention spans. It's certainly a different world now than when *Blood Money* came out. We're trying to take the consequences of that without dumbing the game down."

So there you have it. It's easy to understand both points of view. IO Interactive is struggling to fit a complex game into this brave new world of making everything easy, accessible and error proof for new players while veterans who grew up with the series want the complexity and the trial and error. A lot of the fun in *Hitman* was prodding the game design to see how it reacts. *Absolution*, if anything, is more linear. More about working through corridors A to B, less about open exploration and formulating elaborate plans. Fortunately, the elusive Silent Assassin rating is still around for hardcore fans.



## DEAD SPACE 3

WILL ISAAC BE SILENT OR SHOUTY?

**A**nother unusual question, another one we can't ignore simply for the amount of times it kept cropping up. To give this some sort of context, Isaac Clarke went through *Dead Space* as a silent character, besides the occasional pained grunt when a giant spider thing with 98 legs was trying to spit acid down his throat. In that situation, a grunt is fairly reasonable, we suppose. Then in *Dead Space 2*, Isaac Clarke remembered how to talk or more specifically, how to shout, the eerie atmosphere of the original replaced with his Americanisms rattling through the sequel's metallic corridors. Gunner Wright, the brilliantly named voice actor who was brought in for *Dead Space 2*, was unavailable for comment and hasn't added *Dead Space 3* to his CV yet and why would he – it's still not officially been announced yet. But Isaac Clarke is likely to have gone 'shouty' as a result of focus testing, marketing meetings, design brainstorming and so on, so it'll be weird for EA to pull a sudden U-turn on that decision.

**PLAY PREDICTS SHOUTY**

Isaac Clarke went shouty for a reason so it's unlikely he'll be silent ever again



"OH MY GOD ALIEN THINGS!" shouted Isaac.



## RESIDENT EVIL 6

IS THE 3RD CHARACTER ALEX WESKER?

Zombies are in. Leon is in. Chris is in. But what about Alex Wesker, you ask?



**W**e know about Leon. We know about Chris. But who is that 'third' character in the trailer? We touched on this in our big preview last issue, which explored the *Resident Evil* story thus far and if an Alex Wesker showing is feasible. The quick answer is yes, it could be. Alex Wesker is the only other survivor of the Wesker project, with big, bad Albert now swimming at the bottom of a volcano with an RPG lodged in his face. The big clue for Alex's revival is that he's mentioned in the notes you find throughout *Lost In Nightmares* – a throwaway mention but it shows he's not been forgotten about. Capcom has already hinted this character may not get along with his partner, while he also showed melee moves and powers not too dissimilar to Albert Wesker. Even so, Capcom has to keep introducing new characters rather than recycling old ones, so we reckon this guy may be new to the series.







## MOH: WARFIGHTER

WILL THIS BE RELEVANT?

Man + gun = Mangun  
Shooter 5000. Or Warfighter.  
It's the same thing really.



**O**kay, so this one has been asked by us, if only because this is a fresh announcement on everyone's minds. *Medal Of Honor* was an interesting reboot by EA in that it took the series away from the trenches of World War II and threw it into conflicts in the Middle East, with input from Tier 1 operators. Yet, the result, wasn't a bad game. Just not a particularly memorable one. The best bits came when it broke from the realistic template – kicking guys with bombs strapped to them out of windows and the like – so will it run with that theme or stick to uber-realism? Either way, EA could be shaping up for an annual run-in with Activision, having *Battlefield* square up to *Modern Warfare* while *Medal Of Honor* faces up to Treyarch's *Call Of Duty* entry. It's not that EA wants *Medal of Honor: Warfighter* to be good. EA needs it to be good.



## IN 2012, WILL WE SEE...

### ENSLAVED 2?

No. Namco was rumoured to be exploring sequel possibilities but *Enslaved* was (undeservedly) a commercial flop.

### STAR TREK?

No. There will be a game to tie in with the movie but both are due in 2013.

### UNCHARTED 4?

Unlikely. Naughty Dog is working on *The Last Of Us*.

### TIMESPLITTERS 4?

Unlikely. EA and Crytek are working on a new title, presumed to be *Crysis 3*.

### DIABLO III?

Possibly. A lot of talk about Blizzard toying with the idea but nothing confirmed yet.

### NFS: HOT PURSUIT 2?

Possibly. Criterion has been quiet since releasing *Burnout Crash*. The studio has to be working on something.

### TEENAGE MUTANT NINJA TURTLES?

Highly likely. Lots of rumours that Activision will announce it soon and sightings of promotional materials.

### SONIC & SEGA ALL- STARS RACING 2?

Highly likely. Lots of rumours flying around right now and the original did well for Sega.



## METAL GEAR RISING: REVENGEANCE

WHAT IS IT?

**I**t's a fair question. Hideo Kojima can sometimes come across as the clown prince of videogames, prodding convention in as many ways as possible to see how we react, but he seemed nothing but sincere and serious in handing *Metal Gear Rising: Revengeance* to Platinum Games when the project started to sink. It was a smart move. One of the reasons *Revengeance* was circling the drain is no one seemed to know what it was – part stealth, part slasher, part adventure, part anime,

mostly mystery. With Platinum Games' guiding it to completion, there's no denying what it will be now – an action hack-and-slasher, running at 60 frames per second thanks to Kojima insisting so. Expect it sooner than you think too, with Platinum Games barging its own *Anarchy Reigns* out the way to make room for production on *Revengeance*. We've got more details on this coming next issue.



All running at 60 frames per second! Hopefully.







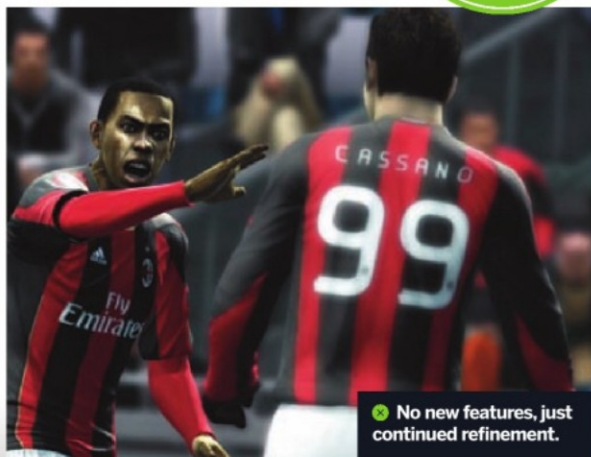
# PES 2013

WHAT NEW FEATURES CAN WE EXPECT?

**O**ur fans have been happy with the features included in *PES 2012*, and we're sure that the most popular ones will be kept in, and worked on," explains Jessica, admin of PESFan.com. "Improvement wise, we'd like to see continued refinement in movement, graphics and gameplay. Introducing brand-new features into a game, although maybe game headline grabbing, can take a game down a path the fans simply don't want. We'd like to see some new licensed teams, and maybe an extra licensed league. When it comes to where Konami spend their money though, gameplay is king."

Her answer touches on a good point about whether introducing new gameplay gimmicks for the sake of it is what football games need – it arguably did *FIFA* more harm than good last year – and from the fan's point of view, it seems that they want what's there to be refined above anything else. Seems feasible enough.

**PLAY PREDICTS**  
**NO GIMMICKS**  
Solid evolution seems to be the order of the day here and that's fair enough



**✖ No new features, just continued refinement.**



# FIFA 2013

WILL FIFA GO BACK TO OLD DEFENDING?



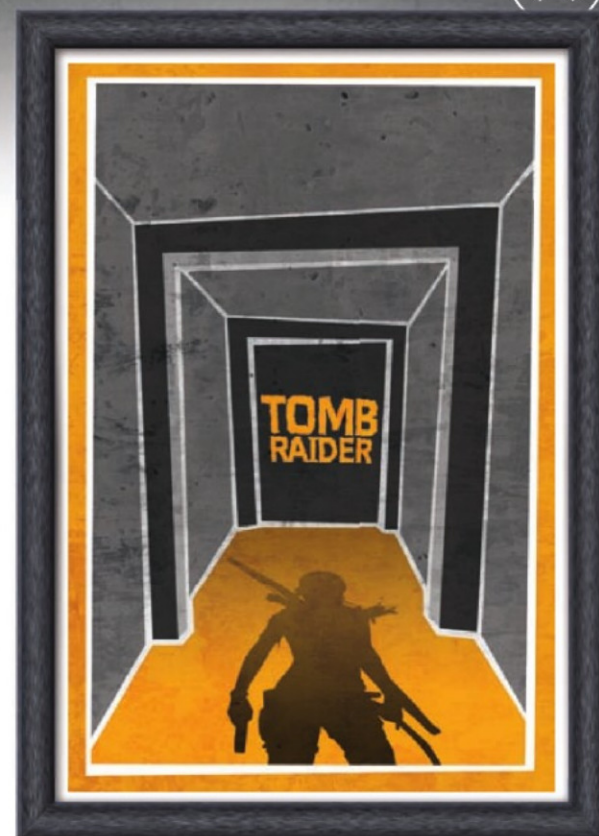
**⚡ Did you like Tactical Defending? Regardless, it will likely come back.**

**O**ne of the biggest challenges in development must be to come up with new ideas for sport games year after year and sometimes...

well, they just don't work out quite as expected. *FIFA 12* had Tactical Defending and while those who persisted ultimately preferred it to the 'old' system of defending, the problem was in just how hard it was to get used to it. Many players hated the realistic defending, a problem when a large chunk of your fan base is made up of casual players who just want a quick go.

It's unlikely the man-hours and cost that went into the research and development for the new system will be thrown out, so we expect EA to find a way to make the Tactical Defending more approachable and accessible. As we say, those who persisted preferred it but should you really have to persist to enjoy football?

**PLAY PREDICTS**  
**EASIER DEFENDING**  
The system will no doubt return but will likely be made easier



# TOMB RAIDER

IS IT JUST NIGHT-TIME AND RAIN?

**I**t's been a question that's been growing in prominence, presumably due to Square Enix's inaction so we've all been looking at the same videos and screens of grey, rainy, miserable Tomb Raider Island (it's not called that) off the coast of Japan for a few months now, but global brand manager Karl Stewart has the answer. "One of the most important aspects, when we started work on this game, was setting the island up as a character. Now, in order to have the island as a character, you can't just have a one-dimensional character, you have to have a multi-dimensional character. There's going to be places on the island that will blow your mind, vistas, beautiful. I'm big into not spoiling things for people but trust us. We're not going to build a game where it's all night-time and just rain. [laughter] Because we'd be very bored should we have decided to do that."

**PLAY PREDICTS**  
**NO**  
Karl Stewart is the master of not giving anything away but at least he's reassured us



**⚡ It's not all night and rain and misery and death.**



# THE LAST OF US

## ELLIE

AGE: 14

WEAPONS USED: Brick

QUOTE:

"This is our routine. Day and night, all we do is survive; it never lets up"

Ellie is rescued by Joel from a boarding house as he tries to usher her to safety outside the quarantine zone. Ellie doesn't remember the world before the fungal outbreak (which happened 20 years prior to *The Last Of Us*) and she's obsessed with music and books from that time period. Unlike Joel, she has empathy for other survivors.

# THE LAST OF

## HOW IT WILL CHANGE GAMES FOREVER

The exclusive behind-the-scenes look at why Naughty Dog had to change itself before it could tackle the enormous task of changing games...





## JOEL

AGE: 'Late 40s'  
WEAPONS USED: Gun, 2x4  
QUOTE: "Just one peaceful night; a clean conscience; all gone..."

He used to run drugs and weapons through Boston's quarantine zone, now Joel is helping Ellie sneak out of there. Something goes wrong and the pair end up being pursued by the military. Although it's not clear why he's helping her, Joel reveals he promised a dying friend that he'd escort her to safety when his loyalty to Ellie wavers.

**U**ncharted is Naughty Dog's enemy. Not literally, of course. We're not suggesting dartboards with Nathan Drake's smirking face break up the ambience of its office walls, a dull thud-thud-thud of frustrated dart flings heard in the Santa Monica air should it ever tire of creating games about *that* guy in *that* game chasing *that* treasure. No, the problem is bigger than that. It's more accurate to say that comparison is the enemy, with Naughty Dog's moves carrying the echoes of Drake's adventures, his shadow looming large over what it does.

Case in point: *The Last Of Us*. When the reveal trailer lit up the Spike VGAs between Hideo Kojima's broken English and Felicia Day bobbing for cupcakes, the internet was quick to rattle out impulsive, unthinking comparisons. "Hey, it's like *Uncharted* with zombies!" they thumped on their keyboards, presumably because there are elements they both have in common – grounded combat, focus on character, Hollywood-esque production values and Naughty Dog showing another side to a world we thought we knew.

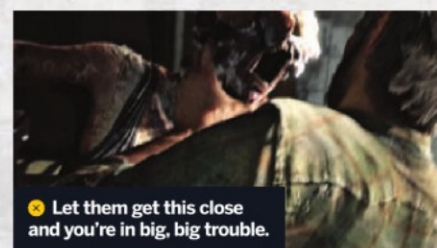
Other comparisons followed. *I Am Legend* cropped up because of the hairless zombie creatures that attacked Joel towards the end of the trailer, Ellen Page quickly became a Twitter trend when everyone presumed they were the first to note her resemblance to Ellie. While *I Am Legend* has been forgotten about and Ellen Page jokes are lying dormant for the *The Last Of Us* release to make their comeback, it's the *Uncharted* comparison that's stuck simply because it's the most ill-fitting. *The Last Of Us* isn't *anything* like *Uncharted*. At all.



✕ One bullet can kill. If you run out of bullets? Enemies will know and charge you.

## BULLETS KILL

This isn't us pointing at the internet and shouting 'you're all wrong!' because if the internet were to turn up outside Play HQ with pitchforks, we'd never make it out alive. Closer examination shows that, yes, comparisons to *Uncharted* are valid, and a lot of that is to do with the engine. Naughty Dog received a lot of requests from other studios for licence to use its *Uncharted* engine but as the developer's



✕ Let them get this close and you're in big, big trouble.

gunning down entire armies of soldiers while maintaining the goofy smirk of a good guy caught up in the wrong place at the wrong time, *The Last Of Us* is

**“Uncharted caught some flak for Nathan Drake gunning down entire armies of soldiers while maintaining the persona of the good guy caught up in the wrong place at the wrong time, The Last Of Us is going for the opposite approach”**

going for the opposite approach. It's not a world of dudebro gung-ho shooting, of machine guns and high fives, of cannon fodder tumbling off the generic soldier factory conveyor belt straight into your line of fire. *The Last Of Us* is a world where a single bullet kills. While that in itself isn't too unusual, Naughty Dog is

crafting its combat system around that. Evan Wells points out, "it just isn't set up to be able to be worked on outside of our office." Fearing the inevitable 'shrinkage' where studios lose some talent in the quiet period following the release of a high-profile game, and with *Uncharted 2* having just hit the shelves, Naughty Dog changed its structure. One team set to work on *Uncharted 3*, while a second team began work on *The Last Of Us*.

This brings us to where we are now – the story of Joel and Ellie, two people caught up in Boston's quarantine zone, 20 years after the world was torn apart by a fungal outbreak. You play as Joel while the AI looks after Ellie, the sort of sentence that will have you frantically reading ahead for red flag phrases like 'escort mission' and 'broken AI'. We'll get to those later. First, the combat and how Joel handles himself.

While *Uncharted* and Naughty Dog caught some flak for Nathan Drake

crafting its combat system around that. For example, if Joel shoots an enemy dead, the others will then hide or try to flank him, warning each other of danger or getting angry if one of their friends has caught a bullet. If they notice Joel only has a melee weapon, they will then rush him. That sounds fairly black and white but enemies will also react when you run out of bullets, changing their tactics when they realise you're left vulnerable. Mindlessly fire away and the click of an empty chamber will give away that you've run out of bullets, prompting your aggressors to run forward and attack. Likewise, enemies won't take kindly to finding one of their own if he's dead – they'll call out to the rest of the gang for back-up, giving you a dilemma of breaking cover to shut him up with a blow to the back of the head or staying hidden in the shadows so you don't give your position away. ➤



# THE LAST OF US



● Although you're her guardian, Ellie can look after herself, too.

## THE BIG QUESTIONS

### WILL IT HAVE MULTIPLAYER?

An early report suggested that multiplayer wasn't going to be part of *The Last Of Us*. However, Naughty Dog denied that was true and said it wasn't sure where the report came from, suggesting multiplayer could still play a part. Co-op play is almost certainly out at this point, with Naughty Dog much firmer in its denial of co-op than it has been of multiplayer.

### WILL YOU PLAY AS ELLIE?

No. You play as Joel throughout and at no point will you take control of Ellie. Naughty Dog wants you to be surprised by Ellie's behaviour and actions, which won't happen if you're the one twirling the analogue sticks.

### IS IT SURVIVAL HORROR?

Not at all. The reveal trailer might have prompted *I Am Legend* comparisons when the creatures showed up towards the end but the focus is actually on human antagonists and the different factions you come across. Naughty Dog has also stated *The Last Of Us* is not a survival-horror game.

### DOES THIS MEAN NO UNCHARTED 4?

*The Last Of Us* is being made by the 'other' team at Naughty Dog, with the studio effectively split into *The Last Of Us* and *Uncharted 3* teams following the release of *Uncharted 2*. As we all know *Uncharted 3* is now out, so the question is whether they've been shifted onto *The Last Of Us* development or if they're making something new...

> It's a clever system because Naughty Dog won't allow you to tool up and become a whirlwind of machine gun fire, where gun battles are about shooting your enemies at a faster rate than they can shoot you. You're very much mortal in *The Last Of Us* and life is a precious thing. Perhaps best of all, and backing this line of thinking up, there's a nod to what is now considered an archaic, creaking gaming mechanic even though it wasn't ditched all that long ago – persistent health. You take damage, you keep it. Virtual doctors and nurses might have been made redundant by gaming's magical ability to heal you in combat providing you stay still for a few seconds but that has been ditched for *The Last Of Us*. If you want to heal up, you have to find a medical kit. If you have a medical kit, you have to find the time to use it.

It's a battlefield where the dynamics constantly shift and change, where your inventory dictates who has the upper hand

and how your enemies react. Taking on one guy is easy. Taking on one guy with a rifle is hard. Taking on an entire group needs careful thought and planning, if not avoiding altogether. Naughty Dog calls this system 'Balance of Power'. It's inspired by the gun battle between Anton Chigurh and Llewelyn Moss in *No*

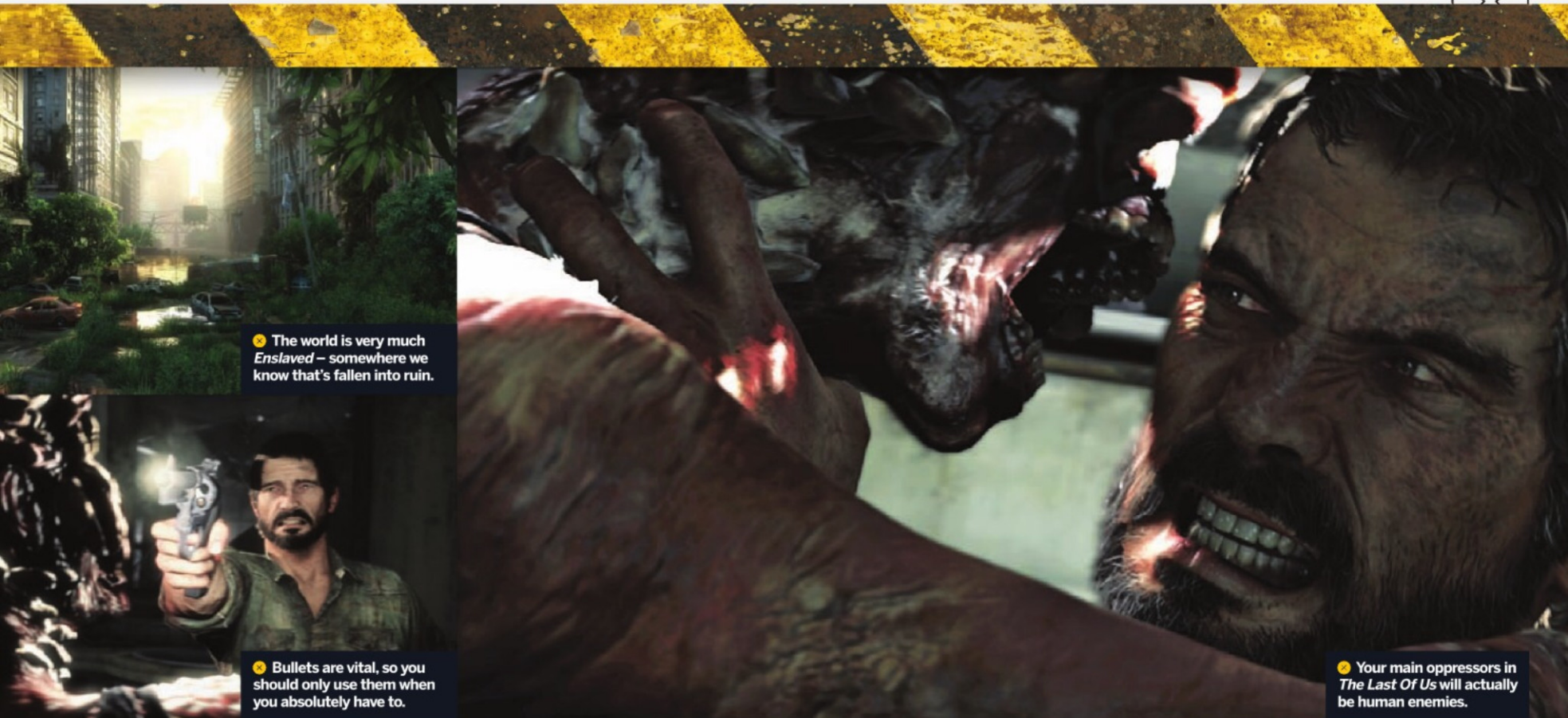
*Country For Old Men*. No music, no dialogue, ambient sounds dominating the battle... it's as far removed from *Uncharted* as you can get, which created its drama through bombast, action and a fast pace. Tension is created through the knowledge that single moments can dictate the gunfight, rather than overwhelming your senses with explosions, dramatic music and chaos. This isn't a stop-and-pop cover shooter. This is a survival game with the emphasis on improvisation and quick thinking.

## HIM AND HER

Escort mission! Broken AI! Well done, you've found the red flag phrases we warned you about earlier. Ellie's role in combat isn't to roll up her sleeves, cartwheel past a hail of bullets, crunch a baseball bat into the attacker's face and then reel off a quirky one-liner while thumbing her nose. She acts almost as a scout for Joel, an extra pair of eyes. She'll often warn him of impending danger and she can also help out in desperate moments of combat, biting arms or throwing bricks, buying Joel the time he needs to regain the upper hand in a fight.

The idea is you don't have to worry about Ellie unless you're actively doing something that will place her in danger, such as deliberately luring enemies over to her. The system sounds reminiscent of *Resident Evil 4*'s co-op (it was actually quite easy to watch over Ashley, as useless as she was) mixed in with the side-kick-helping-you-out aspect of *BioShock Infinite* (Elizabeth





☛ The world is very much *Enslaved* – somewhere we know that's fallen into ruin.

☛ Bullets are vital, so you should only use them when you absolutely have to.

☛ Your main oppressors in *The Last Of Us* will actually be human enemies.

can be a huge influence on how combat plays out).

So *The Last Of Us* is not about escort missions, where your sole job is to usher a vulnerable avatar from point A to point B, cursing the AI when its path-

finding goes haywire and it starts crawling towards the three guys with knives rather than the open doorway. Nor is it about Naughty Dog taking the easy way out of allowing you to hide Ellie somewhere safe during a hazardous situation. Instead, Ellie is an extra layer of strategy added to combat scenarios.

Not that you can control Ellie. Naughty Dog has realised that babysitting Ellie isn't fun. Barking orders like 'hide! Go! Stay! Fight!' is only entertaining when you're shouting at your dog and watching him stare back at you with a stupid drooling face. In a videogame? Not so much. The idea is that Ellie looks after herself, not only to avoid saddling you with an extra body to direct around but also so Ellie can surprise you with her unpredictable behaviour, when she makes surprising decisions. This doesn't mean Ellie is unreliable. She's constantly looking and listening, she won't break stealth if you're hiding, she comments on the environment and points out things you may have missed. Naughty Dog has shown it can create great allies through *Uncharted* – Elena, Sully, Chloe – so there's confidence that the studio can create another great companion in Ellie.

“It's bringing a grim realism to the combat that we haven't seen from Naughty Dog before – glass shards through necks, bricks thrown at heads, 2x4s making you wince”

## PAINFUL DEVELOPMENT

Her full range of skills is being kept under wraps for now but there are some areas where Joel and Ellie have to rely on each other to proceed. We've already seen the co-op classic of shutter-held-up-so-the-other-character-can-pass-through with a garage door that Joel holds up. Ellie scuttles underneath and Joel follows her through, gently letting the door back down. That presumably means its partner in crime co-op classic of holding-weaker-character-up-to-high-ledge-so-they-can-proceed-to-hit-switch is in as well. It's worth noting, though, that Naughty Dog has all but ruled out co-op, so any sections where Ellie is off-screen means she stays off-screen.

Rather than playing as Ellie while she's hunting for the switch or whatever it is she needs to do for Joel to proceed, you'll remain in control of Joel, so it's more likely there will be sections where you have to defend yourself while Ellie is doing her thing than having control switch over to the younger character. This is all speculative – Naughty Dog

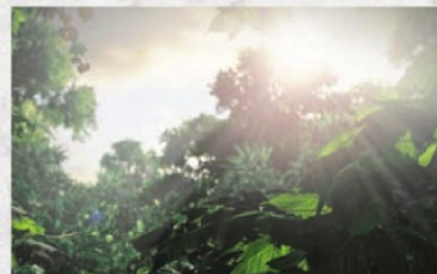
hasn't shed any light on puzzles or platforming sections where the two characters have to interact and help each other out – but it's worth thinking about.

*The Last Of Us* is an interesting project on so many levels and not just because it's 'Wot Naughty

Dog Did Next'. It's bringing a grim realism to the combat that we haven't seen from Naughty Dog before – glass shards through necks, bricks thrown at heads, 2x4s making you wince. This is a game where bullets don't chip away at energy bars. They outright kill. And this, we should point out, is just the human vs human combat. There's obviously the infected who will be thrown into the mix as well and even though they won't dominate

*The Last Of Us* (the focus is always on human characters), they'll change up how the battles play out, too.

It's the kind of game that could set a new standard not just for gaming and story and character and those other buzzwords the videogame industry has long been reaching for. We're hoping it will spark a revolution



in combat, in mechanics, in basic design. *The Last Of Us* looks different enough to its rivals and has the heavyweight pedigree and experience of Naughty Dog backing it up that it might just pull it off.

"We're going to continue to make games that, first and foremost, interest us. We learn every time we develop a new title and I think if we're not pushing ourselves to the point where it becomes painful then we're not doing it right. We want to create games that transcend the sum of its parts." That's what Justin Richmond said

to **games™** during the *Uncharted 3* press tour, and it's something that sums up the studio's approach to gaming. Given what we've seen of it so far, that could just as easily apply to *The Last Of Us* and, hopefully, it'll prove to all those who rattled 'Uncharted!' on their keyboards following the reveal trailer that Naughty Dog knows more than one trick... ☒

## WHAT ARE THE ODDS?

SPECIAL ULTRA LIMITED COLLECTOR'S EDITION		ODDS ON
THE LAST OF US GETS ONLINE PASS		2/1
SEQUEL IMPLIED BY ENDING		3/1
SHOTGUNS		4/1
ABUNDANCE OF QTES		7/1
INFECTION METER		8/1
CO-OP PLAY CONFIRMED		11/1
ROCKET LAUNCHERS		20/1
DUBSTEP SOUNDTRACK		33/1
KILLSTREAKS		100/1



# MASS EFFECT



## 10 THINGS YOU DIDN'T KNOW



MIKE GAMBLE, MASS EFFECT 3 PRODUCER, TELLS US TEN THINGS YOU DIDN'T KNOW ABOUT BIOWARE'S LATEST SCI-FI EPIC

### 1 No build-up: go from the start

"We open at the beginning of the game with [the Reapers attacking], it's the common thread throughout the game and so all the things you do in *Mass Effect 3* tie back to that theme. So the various missions that you do in whatever order you choose to do them they still all tie back to that theme."

"The suicide mission was one thing but even in *Mass Effect 2* we were always building towards 'the Reapers are coming, the Reapers are coming, okay, really the Reapers are coming' and finally they're here. So I think that theme itself carries the entire game and we just tie into it for each individual area and storyline."

### 2 There's one point to the game

"The whole point of *Mass Effect 3* is to tie-off all the story threads and conclude the things that we have brought."

### 3 The leaked script was early, changeable

"The story leak that happened was early, in terms of where our writing was and in terms of what the plots were. We polish everything until they tear it out of our hands, I mean that's just how we do it."

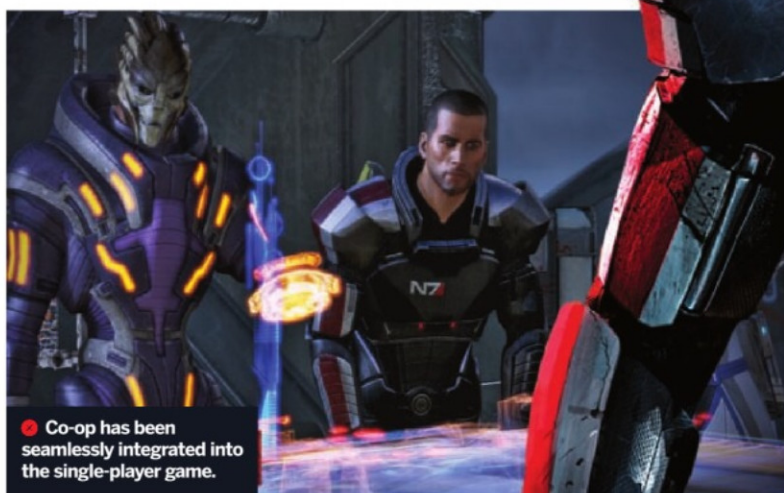
### 4 The leak hurt BioWare

"It was really unfortunate. We were obviously upset because no one ever likes things that are not final to be circulated with the wider audience because we haven't locked down things completely and that's much the case with what happened."

### 5 Inspiration is close to home

"We actually do draw a lot of inspirations from Earth. The Earth in Shepard's time frames is much different from the Earth of today, but there's still a lot of similarities. Obviously the alien races are inspired, in general, from where they were from in the original *Mass Effect*.

"We always had ideas in their architecture and how each race would look in an art perspective. We grabbed it from basically everywhere, throughout the modern world – it was important that each race has its individual styling and individual presentation so they would be uniquely identifiable."



Co-op has been seamlessly integrated into the single-player game.



The game opens with the Reapers launching an offensive.



Players will be able take on the roles of different races in co-op.





# EASTER EGGS THE LITTLE EXTRAS YOU MAY HAVE MISSED



## Do a little dance

Head to Purgatory on Citadel and keep heading up and towards the back of the club. Eventually you'll find a dance floor and an Asari grinding against the wall. Get close enough and you'll see a prompt to join in, which gives you a small cut-scene of Shepard dancing. This means each *Mass Effect* has had their own Shepard-can-dance area!



## Dragon Age armour

On the Citadel, head to the third floor and turn left out of the lift. Run up the steps and look to the terminal on your left. This is the terminal for Kanala Exports, which only sells two items. One of those items is an armour set. Look familiar? That's because it's the same armour used in *Dragon Age II*.

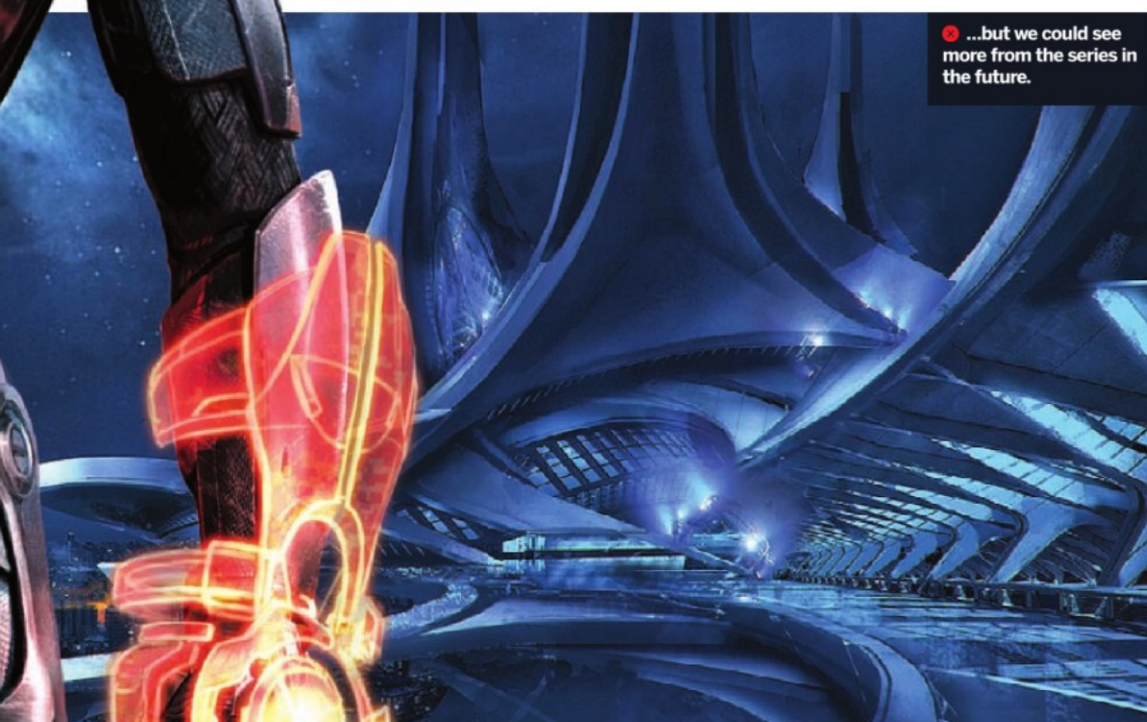


## Spike Thrower

When you resolve the Krogan side-mission involving Eve (you'll see, if you don't know what we're talking about), keep an eye out shortly after arriving on Tuchanka. There's a Spike Thrower on the ground near the Krogan scout. For those going down the shotgun route, this is the best free shotgun in the game.



● *Mass Effect 3* will bring Shepard's story to an end...



● ...but we could see more from the series in the future.



● *Mass Effect 3* will look to tie up any loose ends in the series.



## 6 The end of Shepard but more Mass Effect

"It's the end of Shepard's trilogy, for sure, but we've developed this world that there's so many races and so many back stories that we can tell that the possibilities are nearly endless for what we might do next. This is not the end of *Mass Effect*, just the end of Shepard's story."

## 7 Accessibility is key

"In terms of making it accessible, I think it's just a matter of making sure nobody is left behind in terms of what the requirement is to play *Mass Effect 3* or the knowledge base you have to have. Going into the game designing it we assumed none."

"We want to make a rich and detailed experience for the people who did play the previous game and provide those fulfilling conclusions, but we couldn't assume that people coming into it knew all the specifics in the past otherwise they would get lost."

## 8 Experiences will differ for newbies and vets

"We wanted to make a really important decision to have different experiences for those people who maybe didn't import a save or maybe they just want to try it as a new player. The conversations work differently in terms of what's exposed and what isn't exposed, what's described and what isn't described."

"Even in the first two missions on Earth and Mars, you'll see that some of the conversations you'll have with squad members like Ashley or Kaidan will go slightly differently if you're a new player and if you're not a new player. So we kind of build it towards that and carry it throughout the game."

## 9 It's always been about exploring

"I think one of the themes we've always tried to hit home with *Mass Effect* – and the planet-scanning was an extension of this – is the theme of exploration."

"So we've put in a lot of things that will encourage the player to explore, basically planet by planet, area by area, sector by sector... it's the key fundamental thing which we want to have persistent throughout all the *Mass Effect* [games]: the exploration, open-endedness, open galaxy aspect of it, and there are things to encourage players to do that."

## 10 Co-op has two aims

"When we designed the co-op system, we wanted to seamlessly integrate it into the single-player experience. But we also thought it would be really cool – alongside playing with your friends, probably the coolest part of co-op – to be able to play as those races you were never able to play as before because we wanted to keep Shepard's story Shepard's story."





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# THE PLAY TOP 20 PLAYSTATION 3 DEVELOPERS

The quality of your games is just the start – the value you bring to PS3, how you push the platform, how you operate with DLC/online passes all matters, too. Drawing from this criteria, plus Play's expertise, leaves us here: the best 20 developers on PS3





## 20 UBISOFT MONTREAL

MONTREAL, QUEBEC, CANADA



■ A studio the size of a small country, Ubisoft Montreal's strategy to Make All The Games does sometimes backfire. Nevertheless, the company has made some of the most beautiful, involving and interesting games on PS3 through the *Assassin's Creed* series and its commitment to pushing the console's capabilities is something that always makes us happy. Bonus points for not being the *most* piss-take company when it comes to DLC and online passes, too.

BIGGEST HITS:	
ASSASSIN'S CREED II	89%
ASSASSIN'S CREED: BROTHERHOOD	91%
PRINCE OF PERSIA TRILOGY	88%



## 19 VOLITION, INC

CHAMPAIGN, ILLINOIS, USA

■ It would never win any awards for technical merit – outside of *Red Faction's* brilliant destruction mechanic – but Volition has a place in every gamer's heart by virtue of making *fun* games. A general lack of pretension coupled with a nose for knowing what makes people laugh, for knowing what brings them back to play more, makes for a studio that has earned our respect and – dare we say it – admiration.

BIGGEST HITS:	
SAINTS ROW: THE THIRD	88%
RED FACTION: GUERRILLA	80%

## 18 CRITERION GAMES

GUILDFORD, SURREY, UK

■ *Burnout Paradise* is a game that has blossomed in the years since its release, laying down a path that should still be followed when it comes to impressive (and fair) DLC releases. Beyond that, Criterion keeps the British flag flying high with its commitment to bringing consistently high-quality racing games to PS3, reviving the flagging *Need For Speed* series and showing us, through Autolog, the company understands online play.

BIGGEST HITS:	
BURNOUT PARADISE	74%
NEED FOR SPEED: HOT PURSUIT	91%



## 17 QUANTIC DREAM

PARIS, FRANCE

■ Some dismissed *Heavy Rain* as a shaving simulator and others laughed at the fact the company's boss, David Cage, dared to share his ambition with the world. Us? We remain pretty enamoured with Quantic Dream – a studio that produces high-quality, unique games and doesn't follow trends. You're unlikely to see bald space marines in its next game, it's safe to say, and the technology backing it up will push the PS3 even harder than *Heavy Rain* did.

BIGGEST HITS:	
HEAVY RAIN	94%



“Media Molecule's Play, Create, Share may be a marketing term, but it's one we like”



## 16 MEDIA MOLECULE

GUILDFORD, SURREY, UK

■ Without Media Molecule the PS3 landscape would be very different – Sony's entire outlook on user-created content, possibly even indie games, might be completely at odds with how it is now. And all because this British developer made games with a cute little hessian chap on the front and dared to let players make their own content for them. Play, Create, Share may be a marketing term, but it's one we like.

BIGGEST HITS:	
LITTLEBIGPLANET	94%
LITTLEBIGPLANET 2	96%

## 15 INFINITY WARD

ENCINO, CALIFORNIA, USA

■ This position may shock people, but we have our reasons. There's no doubting the quality the studio brings to the table, and the work it has done for the world of online gaming is invaluable. But there are issues stopping the company from placing higher – dodgy, unfixed online on its games, tech that doesn't take full advantage of a system and some insanely priced DLC. Infinity Ward is still brilliant, of course.

BIGGEST HITS:	
MODERN WARFARE 2	94%
MODERN WARFARE 3	88%



## 14 PLATINUM GAMES

OSAKA, JAPAN

■ Going purely on quality of games, Platinum would be up there with the best of the best. A lack of releases and the fact its games just don't appeal to everyone – even if we claim they should – holds it back. But this is still a position to be proud of, and Platinum Games has earned its place in gaming history by ruining all third-person action brawlers by making the awesome *Bayonetta*. It's. Just. Better.

BIGGEST HITS:	
BAYONETTA	93%
VANQUISH	93%



## 13 EIDOS MONTREAL

MONTREAL, QUEBEC, CANADA

■ Time will tell if Eidos Montreal ends up being a one-hit wonder or if it can keep up the high quality established with *Human Revolution*. For now, though, we can judge it on what it is: a developer that has taken a series and made it its own; created a stupendously beautiful world; surprised nearly everyone with the sheer quality produced; and ignored the duller conventions of mainstream gaming on PS3.

BIGGEST HITS:	
DEUS EX: HUMAN REVOLUTION	91%



# TOP 5 PSN DEVELOPERS

THE BEST AND BRIGHTEST STUDIOS FROM THE WORLD OF DOWNLOADABLE GAMES



## 12 FROM SOFTWARE

TOKYO, JAPAN

Sheer bloody-mindedness has worked on both sides here – the development of games those in charge of the studio wanted to play, along with the fact it is exactly what you as a player will need to progress in the studio's two most famous releases – *Demon's Souls* and *Dark Souls*. As well as the quality produced, From Software has brought about a minor revolution in online play, steering things away from standard deathmatches and their ilk into a less-committal, freer-flowing world of multiplayer.

### BIGGEST HITS:

DEMON'S SOULS	92%
DARK SOULS	90%
3D DOT GAME HEROES	87%



## 10 POLYPHONY DIGITAL

TOKYO/FUKUOKA, JAPAN

You're either maddeningly obsessed with Polyphony Digital's output, or you're maddened by its mere existence. Regardless, there's no denying the talent – and obsessive nature – of the studio, known as it is for constantly pushing the boundaries of what can be done with PlayStation technology. Throw in the commitment to supporting *Gran Turismo 5* post-release with impressive DLC and free patch content and you have a developer we're happy to welcome into our top ten.

### BIGGEST HITS:

GRAN TURISMO 5	85%
GRAN TURISMO PSP	85%



## 11 BETHESDA SOFTWORKS

ROCKVILLE, MARYLAND, USA

Creating and aiding the development of some of the finest Western RPGs ever seen on any gaming device. That's why we like Bethesda. It's simple, really. The studio's ability to create immersive, atmospheric worlds, to remind us single-player isn't dead and to force us to lose hundreds of hours of our lives to its creations – that's real talent. It's just a shame we never seem to see the end of those damn bugs.

### BIGGEST HITS:

THE ELDER SCROLLS V: SKYRIM	93%
FALLOUT 3	97%



## 09 BIOWARE

EDMONTON, ALBERTA, CANADA

We'd probably have more love for BioWare were it not for the fact it took the studio so long to bring us *Mass Effect 2* – and we can't even have the first game. Nevertheless, the worlds created by the Canadian company, rich in lore and so, so deep, help bring to life some fantastic RPG experiences. Recent forays into questionable downloadable content practices have made us raise a collective eyebrow, but there's no doubting the sheer quality shown by BioWare.

### BIGGEST HITS:

MASS EFFECT 2	97%
DRAGON AGE II	86%
MASS EFFECT 3	93%



## 1. POPCAP GAMES

SEATTLE, WASHINGTON, USA

Downloadable game royalty, no question about it. PopCap's success comes not just from its games being ubiquitous, but from a deep, iterative design process that whittles every experience down to something that's just a hell of a lot of fun. Oh, and *Peggle* is approaching *Tetris* levels of perfection. **BIGGEST HITS:** *Peggle* (94%), *Plants Vs Zombies* (not reviewed, but it's brilliant)



## 2. THATGAMECOMPANY

LOS ANGELES, CALIFORNIA, USA

Harnessing not only the freer, more experimental opportunities offered up by the less risky development environment of PSN but also the unique features of PS3, thatgamecompany never ceases to impress. Every one of its games is unique, and every one of its games is something that truly catches the imagination. **BIGGEST HITS:** *fIOW* (90%), *Flower* (85%)



## 3. HELLO GAMES

GUILDFORD, SURREY, UK

Placing so highly despite only having one release is testament to the sheer quality of Hello Games' sole release, *Joe Danger*. It's a magnificent achievement in downloadable gaming – simple, engaging, deep and characterful, there's little about it we don't love. And there's little about the developers we don't love, either.

**BIGGEST HITS:** *Joe Danger* (96%)



## 4. CAPYBARA GAMES

TORONTO, ONTARIO, CANADA

An independent studio known for making the pretty graphics come to life through your HDTV, Capybara also gets credit from us for making one of the best puzzle games on PSN and one of the best strategy games out there. Perfect, bite-sized entertainment with the bonus of massive depth. **BIGGEST HITS:** *Critter Crunch* (91%), *Might & Magic: Clash Of Heroes HD* (84%)



## 5. Q-GAMES

KYOTO, JAPAN

They've not all been hits, and they're sometimes divisive, but Q-Games' output cannot be faulted for imagination and effort. The company tries to do things a bit differently and – when it works – we end up with some of the best games on PSN, each with a truly unique style. **BIGGEST HITS:** *PixelJunk Monsters* (94%), *PixelJunk Shooter* (93%), *PixelJunk Eden* (67%)

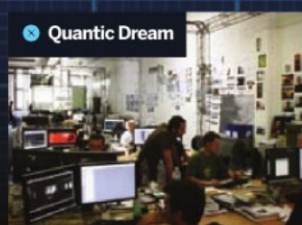




## THE BEST STUDIO PREMISES EDITION

■ We don't have access to every studio in this list, but what we've seen shows a rather startling variation in the offices the companies work in. There's the cramped, almost bedroom-like environment at Quantic Dream, the lovely, clean and decidedly new feel to the offices of Eidos Montreal and the efficient coolness of Platinum Games, to name but a few. It's interesting to see that not all companies work in the sweatshop conditions some might expect us to believe they do, at least not in a physical sense, and there appears to be something of a penchant for the open-plan setup. We hear it helps with creativity, or something.

It's always fun to check out where developers ply their trade and we're often found snapping rather inane photos when invited into the buildings of studios the world over. Who would win best for us? EA's various studios. DICE has a beautiful office, EA Canada is ridiculous and EALA almost as ridiculous.



### 08 HARMONIX

CAMBRIDGE, MASSACHUSETTS, USA

■ As recent party/dance releases show: people will buy absolutely anything. What makes Harmonix stand out from the crowd is its sheer talent; its ability to make videogames that are fun for everyone, regardless of playing ability. Bringing utterly fantastic music games to the fore is one thing, but the *Rock Band* Network – DLC done very, very right – just solidifies the studio's reputation in our mind as one of the absolute best.

#### BIGGEST HITS:

ROCK BAND 2	96%
ROCK BAND 3	84%



### 07 IRRATIONAL GAMES

QUINCY, MASSACHUSETTS, USA

■ As if creating one of the most atmospheric and intelligent gaming experiences of all time with *BioShock* wasn't good enough, Irrational Games has gone on to help out with the creation of the sequel – unfairly overlooked – and moved on to create what looks to be (another) one of the most interesting games of the generation in *BioShock Infinite*. Irrational doesn't patronise or pander to its audience: it's a studio making its own way.

#### BIGGEST HITS:

BIOSHOCK	93%
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### 05 TEAM ICO

TOKYO, JAPAN

■ Two games released, neither of them originally on PS3, yet Team Ico is number five on this list. Where's the logic? It's there, believe us. This is a studio that creates games you won't see from anyone else. It introduces worlds we've never seen anything like in videogames. It brings about feelings – not only that, but feelings we don't normally get from other games, like *regret*. It's a studio that pushes technology in ways beyond just making things look good, and the influence Team Ico has had over gaming as a whole should never be understated. The mere fact this development team exists, that it is still beaver away at *The Last Guardian*, gives us hope that the future of gaming won't all be shouty men and paid-DLC costume unlocks. There's room for subtlety and nuance, and it's Team Ico making that room.

#### BIGGEST HITS:

ICO & SHADOW OF THE COLOSSUS CLASSICS HD	94%
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### 06 DICE

STOCKHOLM, SWEDEN

■ Stumbling over single-player experiences doesn't detract from what DICE is: purveyor of incredible multiplayer action and some of the most technologically proficient games on PS3. Then, when the company throws something like cult classic *Mirror's Edge* our way, we realise it is capable of more than just mindless man-shooting. To top it all off, it's still a company that provides DLC we'd both class as 'good' and 'value for money'.

#### BIGGEST HITS:

BATTLEFIELD 3	88%
MEDAL OF HONOR (MULTIPLAYER)	86%
MIRROR'S EDGE	71%



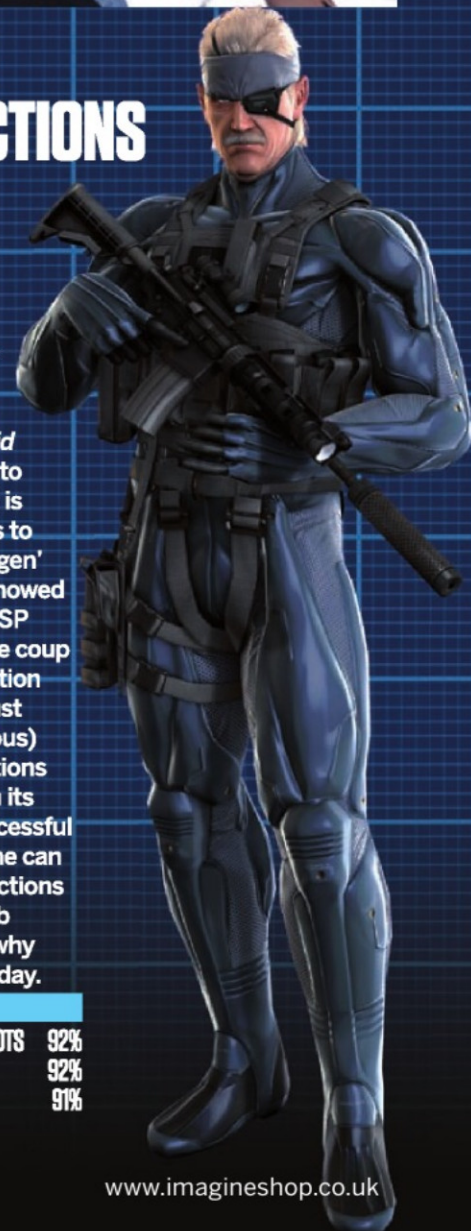
### 04 KOJIMA PRODUCTIONS

ROPPONGI, TOKYO, JAPAN

■ It says something about a studio when it has been named after one man – that might well be 'ego', but it's probably more to do with the consistent high quality he and his development teams produce. The *Metal Gear Solid* series is one that has helped to make the PlayStation what it is today – *MGS 4* introduced us to one of the earliest true 'next-gen' games, while *Peace Walker* showed just what could be done on PSP given enough effort. Then, the coup de grace, when the HD collection came out and reminded us just how many great (and ridiculous) ideas Kojima and his Productions studio has managed to put in its games over the years. Unsuccessful segues into the world of online can be overlooked: Kojima Productions makes technologically superb games and is a huge reason why PS3 is as dominant as it is today.

#### BIGGEST HITS:

METAL GEAR SOLID 4: GUNS OF THE PATRIOTS	92%
METAL GEAR SOLID: PEACE WALKER	92%
METAL GEAR SOLID HD COLLECTION	91%







## 03 VALVE SOFTWARE

BELLEVUE, WASHINGTON, USA

■ 'It'll be out when it's ready' has probably never applied more to any other studio than Valve, at least when you consider how many games the developer has put out over the years. It is a talented, committed team of individuals with a unique non-management structure and an ethos that states: "it's amazing what creative people can come up with when there's nobody there telling them what to do". What has that done? The finest compilation of games ever committed to PS3, including one of the best games ever made in *Half-Life 2*, along with one of the best puzzle games we've ever had the pleasure of playing in the shape of *Portal 2*. Turns out just letting people get on with it is a good idea. Bringing Steam to PS3 is just the icing on an already delicious cake. Insert your own 'is a lie' demi-joke.

### BIGGEST HITS:

PORTAL 2	95%
THE ORANGE BOX	93%



## 02 ROCKSTAR NORTH

EDINBURGH, SCOTLAND, UK

■ There's quality and there's *quality*. Rockstar North is slap bang in the middle of that latter, italicised category. The worlds created through *Grand Theft Auto* are genre-defining and inspire countless other creators in their own games. The production values are phenomenal, raising the bar for all those that come afterwards. Technologies backing it all up show us things we've never seen before. There's even a half-decent online mode on *GTA IV*. While pretty much a one-series studio for the last decade, this hasn't harmed the Scottish team's output in any way: it's always creative, it's always impressive and it's always something that would harm PS3's performance were it to not appear on it. This combination of unarguable technical prowess and importance puts Rockstar North within spitting distance of the top spot, though for us it has to settle for an admirable silver.

### BIGGEST HITS:

GRAND THEFT AUTO IV	98%
GTA: EPISODES FROM LIBERTY CITY	94%



## THE ALSO-RANS

### SO CLOSE, YET SO NOT IN THE TOP 20

■ There are only 20 spots, so it's understandable that some studios didn't make the cut – some, like *Just Cause 2* and *Renegade Ops* creator Avalanche Studios, missed out by a whisker. On the other hand, *Everybody's Golf*-maker Clap Hanz was probably a bit further out.

Special mention has to go to the likes of Rocksteady Studios, creator of the *Batman: Arkham* games, *God Of War*'s parent and general busybody Sony Santa Monica, perennial also-ran Insomniac Games and its *Resistance* games, the ambition-heavy Ninja Theory who might soon strike pure gold with *DmC*, *Golden Abyss*-pushers Sony Bend, the *Dead Space* gang at Visceral, the sporty types of EA Canada and 2K Sports, Gearbox, Double Fine, Square Enix... we could go on.

We're big fans of all these developers, no doubt, but cuts had to be made. Maybe next time around they'll make it into the top 20. Maybe not. But they'll still be bringing out good games, so it's all fine.

There are a fair few that it pains us to leave off the main list, and we're sure you're probably violently angry that Rebellion hasn't placed higher – so pop to our Facebook page or Twitter and let us know what you think about the feature. Deal? Deal.



# 01 NAUGHTY DOG

SANTA MONICA, CALIFORNIA, USA

Could it be any other company? A combination of releasing some of the best games on PS3, consistently pushing forward into new technological avenues, introducing multiplayer that is both worthwhile and not crammed in unnecessarily, not (entirely) taking the mickey when it comes to DLC and, probably most importantly of all, helping out other developers in the PS3 community means Naughty Dog is our unequivocal choice for the top spot. It is the best developer on PS3. It is one of the best all-round developers on any gaming device. Without the *Uncharted* series we might have been stuck with a floundering, unfocused PS3 – Sony clearly didn't know what it was doing with the machine, but up stepped this brash veteran to show us all what the console needed: Nathan Drake. A mascot for modern times and the face of Sony's renewed push in the console wars.

Then Naughty Dog went above and beyond by actively helping out other studios with their PS3 development; sharing the knowledge and benefitting the development and gaming community as a whole. It is a studio that understands the value of high production values, good writing and solid gaming mechanics. It's not perfect, we hasten to add, but even the elements that seemed like hasty experiments at the time turn out to be welcome additions – like the aforementioned 'worthwhile' multiplayer.

Naughty Dog: congratulations. We salute you.

### BIGGEST HITS:

UNCHARTED 2: AMONG THIEVES	96%
UNCHARTED 3: DRAKE'S DECEPTION	90%
JAK AND DAXTER COLLECTION	82%



“ Naughty Dog is our unequivocal choice for the top spot. It is the best developer on PS3. It is one of the best all-round developers on any gaming device ”



# Your favourite magazines n



3D Artist



Retro Gamer

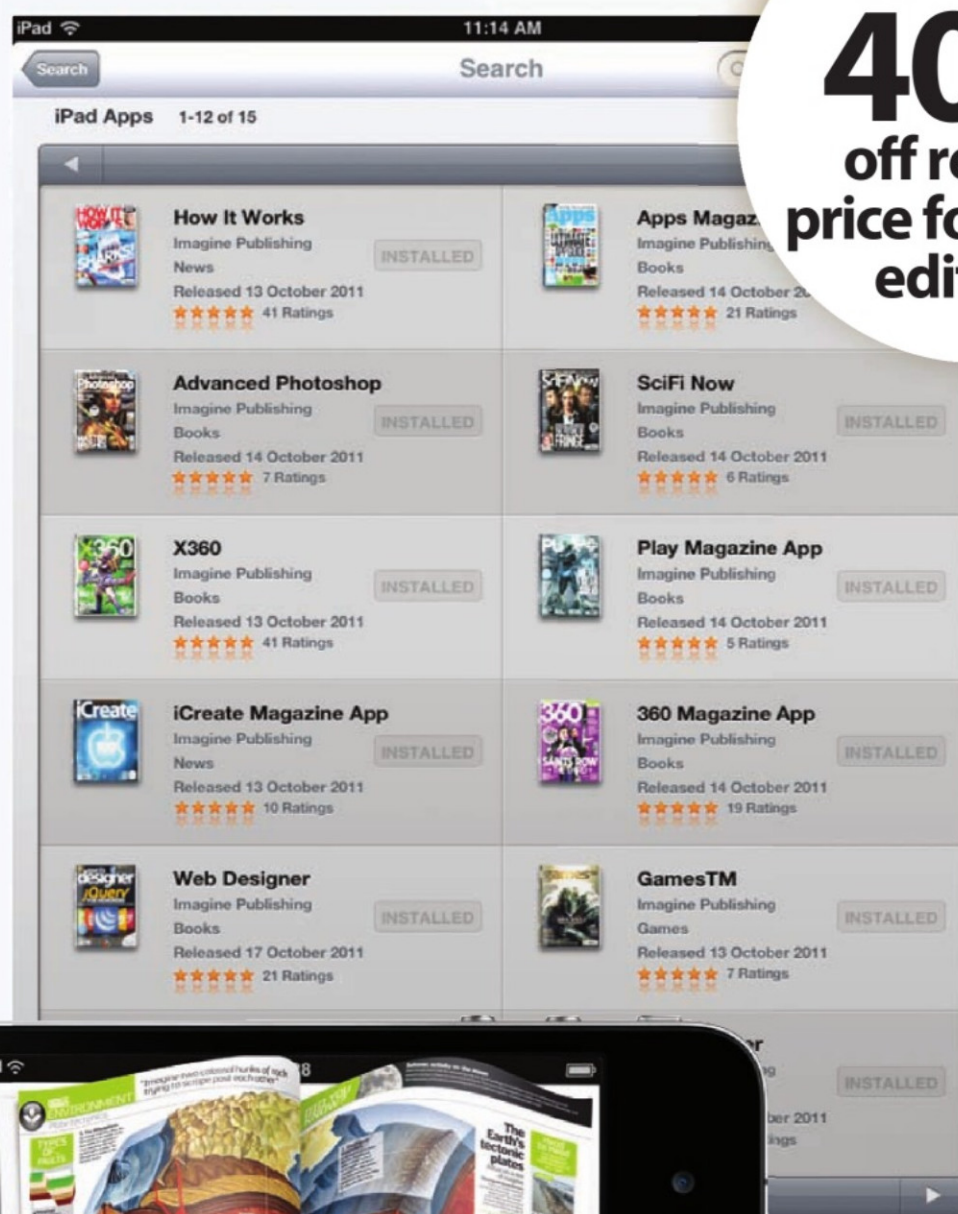


X360



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# PLAY Preview 点検

The latest on the could-be greatest

Including: Getting down with Mad Max /// There's a new kid in town in Prototype 2 /// Gearbox gives us even more 'millions of guns' in Borderlands 2



## 54 Max Payne 3

Exclusive look at gritty shooter

**51 Dragon's Dogma** PS3  
It's Skyrim meets DmC meets Monster Hunter. Best game ever!

**52 Starhawk** PS3  
When Earth isn't big enough for multiplayer warfare...

**56 Sly Cooper: Thieves In Time** PS3  
The return of bright, colourful platformers? Sony hopes so

**58 Darksiders II** PS3  
War! Huh! What is he good for? Not being as good as Death

**60 XCOM: Enemy Unknown** PS3  
The game automatically ends if you find out who the enemy is

**62 The Amazing Spider-Man** PS3  
It was originally going to be called The Spider-Man. Maybe

**62 Game Of Thrones** PS3  
The Official Game Of Game Of Thrones: The Game

**62 Sniper Elite V2** PS3  
V1 wasn't much cop. Hopefully V2 will be lots of cop!

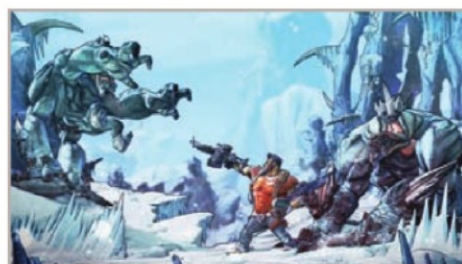
**63 Far Cry 3** PS3  
Welcome to the jungle, where we play fun and Skrillex dubstep

**63 Ghost Recon: Future Soldier** PS3  
Lots of facts about multiplayer await your reading eyes

**63 BioShock Infinite** PS3  
More info on the new 1999 Mode if you're man/woman enough



**44 Prototype 2** PS3  
Hands-on with city stomper



**48 Borderlands 2** PS3  
Thousands of guns and grenades



**50 Dust 514** PS3  
MMOFPS aka mummofups

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# PS3 PREVIEWS

The games that will shape the PlayStation

RELEASE DATE: APRIL

## Prototype 2

The new King Of New York?



If the original *Prototype* was a friend it would be the guy you call up to go drinking with when no one else is around. If you were picking a team for a little kick-around it would be the guy picked fourth. If it was a movie it would be the above-average sequel to a fantastic original. If it was a videogame well it would be, erm, *Prototype*.

What we're trying to say is that the original *Prototype* was a game that everyone liked, but no one really loved. Solid. Dependable. A bit flawed. Definitely not your first choice but always there if you needed a sandbox to mess around with for a few minutes.

At a recent hands-on event we put this opinion to Radical Entertainment's vice president, Dave Fracchia. You can read the full interview on page 46, but from his reaction we got the feeling that Radical had heard it all before, from both internal and external sources.

And so the developer has taken all of that feedback and ploughed it into the sequel, cunningly titled *Prototype 2*, in a bid to ensure this sequel is a cut above. Going hands-on, it's already evident that Radical

has succeeded to an extent: lessons have been learned, improvements implemented. Whether it can go on to challenge the big boys of the open-world genre is up for debate but there's no denying that the game, as it stands, is a lot of fun.

The original suffered from a string of faults, chief among them being that seemingly every mechanic – no matter how well intentioned or conceptually agreeable – was destined to make the player scream the walls down with rage. Enemies could attack you from anywhere without warning, trapping players into a loop of hit-recover-hit with no real hope of escape, bar 'throw controller through television'. Enemy reinforcements would arrive every four milliseconds, blasting your supposedly invincible mutant supervillain into ash like so much nothing. Progression was stunted and laboured. It was a selection of good ideas brought down by poor execution.

From what we've played the sequel looks to have dealt with these issues well, benefitting from extended development time (Radical had another game it was

working on before this that was canned) and the aforementioned criticism. Radical has built *Prototype 2* on what it claims are five pillars, each representing improvements on the last game.

One of these, distressingly, is called 'For The Masses', but thankfully it doesn't mean Justin Bieber or the cast of *Jersey Shore* will be turning up. Instead it's about making the game more accessible, less fiddly and more intuitive.

In practice this translates into enemies that you can actually see coming – and thus avoid – and making your grotesque powers easier to use. Now the power wheel enables you to select two mutations at a time. This means you can have an anti-infantry attack as well as an anti-armour one at the same time. The net effect is that you spend less time jockeying the selection wheel and more time coming up with fiendish, inventive combat strategies to take down the massed ranks of infected civilians, uber-powerful experiments and private military forces.

It's a seemingly small change that frees up players to create their own fun without being hamstrung

by design. We had a great time running up the Empire State Building before jumping off, gliding into a helicopter, ripping the rocket launcher off of it and firing it into the chopper, before using Whipfist to eviscerate civilians and Hammerfist to crush an oncoming tank.

It's one of a number of combinations available, and smashing our way through the heavily infected 'Red Zone' of Manhattan – where the Totally Evil Bio-Research Firm Gentek has left the population for dead – was fun.

How long this fun will last is up for debate, as always. We only played just north of an hour of the game, jumping from the earlier story-driven missions to all-out slaughter in the Red Zone. The aforementioned story is pretty bobbins: some guff about Action Man coming home to find out that his family has been killed. That doesn't matter, however, as long as Radical can keep progression, exploration and action at a good enough pace.

It's a big ask, but what's there so far looks promising, if not particularly mind-blowing. It's certainly an improvement over what came before, however: if *Prototype 2* was a person, it would probably be the second person we invited to the pub. >

**Prototype 2** is being developed by Radical Entertainment. Check them out at [www.radical.ca/](http://www.radical.ca/)

### WHAT MAKES THIS GAME GREAT?

- Less frustration.
- Stereotypical lead (not a good thing).
- More strategy.
- Two powers at once.

### READ ME

Play as former soldier turned rampaging mutant monstrosity Sgt Heller in this improved sequel. Don't worry about the story, though. From what we've seen this is all about smashing things up. All.

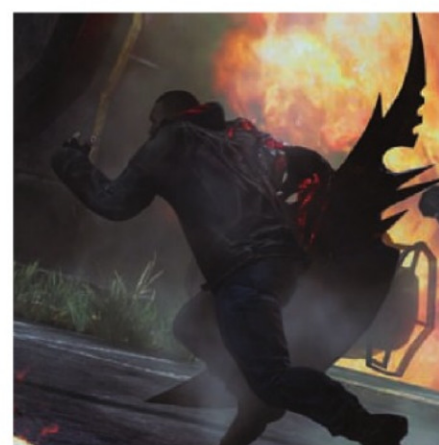




● Players will now be able to use two mutations at a time to take out enemies.



● The team has taken inspiration from the likes of *I Am Legend* and *The Walking Dead*.



## THE BEST CITY FOR BUSINESS

How Radical's New York differs from everyone else's

**ONE OF THE** main issues with the original game was how drab the city felt, with no distinguishing features beyond the odd landmark to differentiate the play areas. Radical's decision to demark NYC into three areas of infection in *Prototype 2* is a good one: each area, from the so-called safe Green Zone to the massively dangerous Red Zone, has a different atmosphere and calls for different tactics. You can go batshit in the Red because it's a warzone, but the Yellow, quarantined zone calls for shapeshifting and a bit of stealth, which helps break up the flow nicely.



# WE'RE COMPETING FOR PLAYERS' TIME AND MONEY



**DAVE FRACCHIA**  
Vice president,  
Radical Entertainment

**Play** shrugs off the threat of mutants, black ops troops and other games journos to speak to Dave Fracchia, vice president of Prototype 2 developer Radical Entertainment

**What would you say was the key lesson learned from *Prototype*?**

What we learned was: if you're going to give players powers, make it feel like the ultimate power fantasy, don't just throw the powers on the ground and ask players to pick them up.

Asking players to make their own fun is great for the sandbox portion of the game but it's not great for creating an experience where players can [learn] their powers, be challenged, and then grab something different and try it out.

So we really realised that pacing and progression was critical to creating a great overall experience.

That's the main lesson. Also important, there are two sub-lessons: that the open world has to be alive, it has to be visually interesting. The story needs to be compelling. Those are the things we learned.

**Everyone has done New York: Rockstar, Crytek, yourselves. What is the appeal of seeing New York get smashed to pieces?**

It's such an iconic city. If you're going to make a game that's going to sell around

the world, you need a city everyone can immediately identify with. It's this identification, geography, history and parkour, that makes our game interesting, and the fact that the city is loaded with people. So it's really those things that make people go to New York.

We went back because we still had a story to tell. And we're not afraid of going back, because it certainly has changed. There's nothing of the New York you imagine it to be now. It's a catastrophe. I never want it to be the reality!

**Where did the idea of New York Zero come from?**

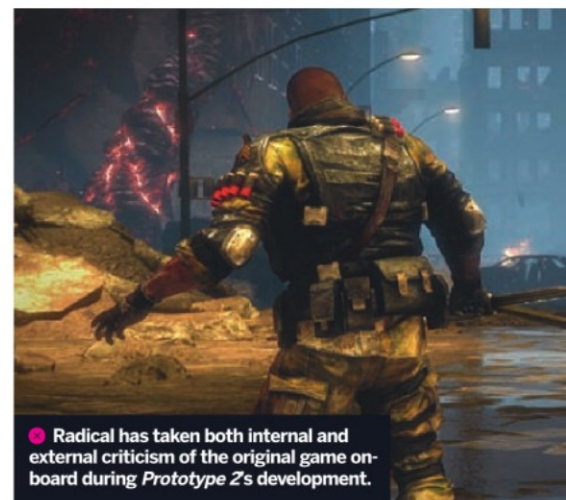
It came out of two things: the criticism of the uniformity of the zones in the original. It really came from us thinking what if this happened in reality, if the virus really took hold of Manhattan. It came as an inspiration from movies like *28 Days/Weeks Later*, *I Am Legend*, *The Walking Dead*, all these kind of things are an influence in saying 'what if' and we realised that if there's going to be a headquarters and everything's cut off from the world, it's going to be in a safer area. People are going to have to be evacuated [from the Red Zone] somewhere, and you're not going to move them to your headquarters! (laughs)

You're going to move them somewhere else. And if you're the kind of organisation that likes to experiment on the population, you're going to create a petri dish [hence Gentek running the Red Zone].

**You're focusing on character. How do you make sure that the character of the cut-scenes isn't out of step with the player's actions?**



● Former US Marine Sgt Heller will replace Alex Mercer as the game's main protagonist.



● Radical has taken both internal and external criticism of the original game on-board during *Prototype 2*'s development.



● It's not long before these goons are setting you on fire and performing other experiments.





● New York has been divided up into three areas, from a highly infected and dangerous Red Zone to a so-called safe Green Zone.



You can do two things. You can try to make it the ultimate power fantasy. Or you can try to... keep track of everything [the player does]. The bandwidth to do something like that? You're going to take away from a lot of other stuff. Maybe as we progress and see platforms in the next generation getting more powerful, maybe there's bandwidth to do more of that stuff, and have those dichotomous scenes, but right now it's pretty limited in that respect. We leave it as a power fantasy: if the player wants to play the game differently it's their story.

**The last game was perceived to be up against another open-world game featuring a mutant lead: *inFamous*. This isn't the case now: is this a relief, or do you like the competition?**

As developers, we always chat about these things. When *inFamous* first came out – and we like the guys at Sucker Punch, we like our competitors' games because first and foremost we are gamers – it was interesting that happened because both games are quite different in their feel. They're not as similar as everyone wanted to make them. They may seem similar because of locations or some of the enemy powers and third-person

open-world action and all that stuff but it was interesting to me that *inFamous* felt more like a third-person shooter in its mechanics. Whereas our game was really over the top in comparison. What I really don't know is whether it hurt or helped having the competition in the press but certainly what it did was [make sure] more people were talking about the game. I'd like to think that any publicity in that respect must be good publicity.

We have nothing to compare [*Prototype 2*] to because we can't turn back time and try it a different way, and certainly because we didn't start straight after finishing the first one. The reason I guess we're not aligned [with the *inFamous* series' release schedule] any more is that we had a project that was cancelled. And then because of the success of *Prototype* we started the sequel, so we've been working a little over two and a half years right now, not three or three and a half if we'd done it right after the other game. I have to admit I don't know if it's going to help or hurt, in the end I really just hope people look at the game and think there's nothing else like this, there's nothing as over the top, as 'power fantasy' as it and that's where I want to spend my money irrespective of what else is coming out around it. The truth is we're mainly competing for players' time, and their money because games are expensive so you better give them something! ❌





RELEASE DATE: Q3 2012

# Borderlands 2

Co-op, you say? Over to Gearbox creative director Paul Hellquist and lead level designer Jason Reiss to explain...

PS3

**In what ways have you looked at improving co-op play in *Borderlands 2*?**

**PH:** There aren't a lot of games that embrace the split-screen part of the market, and we found that *Borderlands* fans played an awful lot of split-screen. So we're looking to improve the interface for split-screen, so the experience is better for those players in *Borderlands 2*. We're also allowing split-screen players to go online, so you and your brother can be sitting on the couch, while playing with two other players online anywhere in the world.

**And have you looked to overhaul any elements of co-op in particular, such as loot and experience sharing?**

**PH:** Not so much with loot sharing. We talked a lot about it on consoles but the interface challenges are pretty extreme. You know, in an MMO on PC you can bring up pop-up windows that sit on the side, and you can share inventory items quickly like that. But on a console, when every button is doing something important, this becomes tricky, and when there's a lot of action, you don't want pop-up windows obscuring what you can see. We sort of embrace the 'Wild West' nature of *Borderlands 2* by taking a 'let god sort it out' attitude to who gets what when it comes to loot, and when working together in co-operative play.

**Have you added anything new to the game's duels?**

**PH:** With our duelling feature, we've given players the option to duel for loot. So you can put up something you've found as an ante, and whoever wins the duel will get the gear that you guys are betting on.

**JR:** We're also bringing in a trading system for players who do want to safely share loot. With the first *Borderlands*, we read a lot about players standing in front of each other, taking five steps back, throwing their loot on the ground and cautiously walking to pick up and swap gear. It's a very paranoid, sort of 'Wild West' form of trading [laughs].

**PH:** And while two people are doing this in a very gentlemanly way, some loot ninja dude who had just joined the game will run up and steal all of the gear, then drop out. All of a sudden everyone's unhappy [laughs]. So yeah, we've got a much more secure system that means I can interact with your character directly, open up a private trading window, and trade items. It's a much more friendly way for people to do that.

**The trading system, along with co-op, is a neat mix because of the random weapons in *Borderlands 2*. No one is going to see the same guns in a playthrough as their friend. How have you tweaked the random gun system this time?**

**PH:** Oh man, we've blown the doors off in all different directions with our gear this time. With guns we basically threw out every gun that we built in the first game, so those millions of guns are all gone. We've now made another 'millions of guns' [laughs].

We always had this concept of the different weapon manufacturers having their own strengths and weaknesses, but we've really gone in and brought that to the feel and function of guns. This covers everything from how they feel, how they shoot, how they respond, how they reload, so all of that stuff is dramatically different. We're already seeing players have favourite manufacturers like never before.

**JR:** I'll be sitting in the office and a lot of the guys will have been playing

*Borderlands 2* the night before. They will come in and talk about the new gun that they found, and it really is just never-ending. Every day you find something you haven't seen before.

**Could you even begin to estimate how many guns there are in *Borderlands 2*?**

**PH:** I haven't looked at the numbers, but it's very similar to the original *Borderlands*, except this time the qualitative difference – the difference in feeling – is dramatically different. We have focus testers who come in and find that a whole class of manufacturer's guns are completely useless and the worst things ever, but then another guy sitting next to him will say, 'You're insane, these guns are the best things ever!'

So we're really excited about how much of a different feel people are getting from the gear in *Borderlands 2*, and that is going to make a huge difference in how people choose the guns that they use.

When not busy with *Aliens: Colonial Marines* and *Brothers In Arms: Furious 4*, Gearbox is cooking up *Borderlands 2*. Check [gearboxsoftware.com](http://gearboxsoftware.com) for updates.

## WHAT MAKES THIS GAME GREAT?

□ In the words of the *Borderlands 2* men...

□ "We're currently into the 17,000 to 18,000 range of grenade variants"

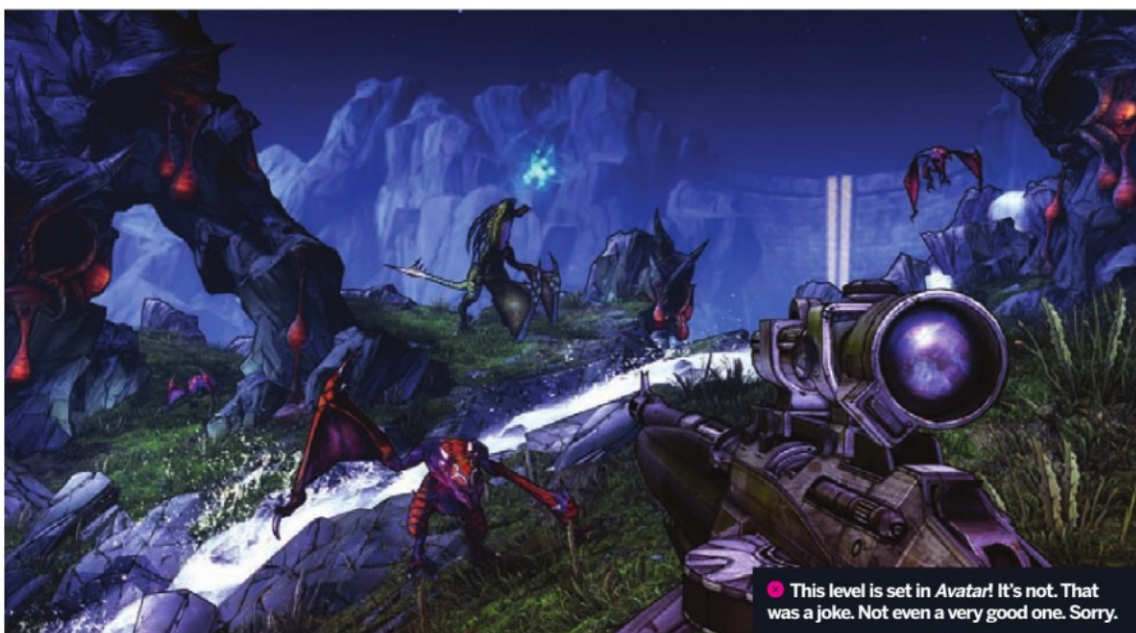
□ "We're doing something that no one else is really doing at the moment"

□ "There are some AI things in *Borderlands 2* that were originally developed for *Aliens: Colonial Marines*"

## READ ME

The ultimate FPS meets RPG blaster returns with more levelling up, more co-op, more looting, even more gun variants and basically, more... well, just more.





● This level is set in *Avatar*! It's not. That was a joke. Not even a very good one. Sorry.



## GRENADE MODDING EXPLAINED

Paul Hellquist talks us through...

"WE'VE JUST IMPLEMENTED the way that [grenade] mods come together, so you will find a lot of things from the first *Borderlands* as well as a ton of new additions. You might remember that there were Longbow Grenades in *Borderlands* that you tossed, they'd disappear, and then reappear down range before exploding? Well that's now what we call a delivery mechanism, and we have about four or five delivery mechanisms that you combine with behaviour mods. So you can now get Longbow Sticky Grenades, or Longbow MIRV Grenades, where before you would just get Longbow Grenades just by themselves. So we have four or five base grenades multiplied by four or five delivery mechanisms, then multiplied by our elemental types, and it just expands so much that you never quite know what you're going to get."



● How is the tiny gun doing more damage than that massive tank? This game is UNREALISTIC and we hate it.





RELEASE DATE: Q3 2012

# Dust 514

Ashes to ashes...



**Ahhh *Dust 514*. This is the FPS MMO, correct?**

Yes, it is. It has been described by developer CCP as being 'the biggest multiplayer FPS on the market', thanks to the integration with the quarter of a million user base of PC MMO *Eve Online* and the thousands of planets that *Dust 514* spans. Which is the slightly longer way of saying it's really bloody big.

**So how on Earth (or any of the other thousand planets) does it work?**

On the surface, it plays much like a sci-fi shooter set in the future. Think *Starhawk* on a much bigger scale. It's a vehicle combat game when out in the open as you use buggies, tanks, aircraft and so on, then transitions to an infantry-based combat game when the action shifts to built-up areas. There are general classes or play-styles available, with 'broad classes' on offer, including fat-man-who-takes-damage-but-can't-run (possibly) and fast-guy-who-jumps-high-but-dies-if-you-so-much-as-breathe-at-him (almost certainly not).

**Right. And what about the *Eve Online* stuff, how does that work with *Dust 514*?**

The PC players continue with *Eve Online* but players can co-ordinate their efforts through *Dust 514*'s systems. For example, skirmishes are calls you answer put out by *Eve Online* corporations (effectively guilds) paying you to try to take over a territory for them. In *Dust 514*, you send requests for your paymasters to call in orbital strikes from space.

**But aren't MMOs the most complicated things ever made, ever? I want easy. I want simple. I can't even cook an egg.**

Relax, young padawan. The whole point behind CCP making this was so that it served as an entry-level game of sorts into the *Eve* universe. That's why it'll be an FPS – the easiest genre to understand in that everything comes down to point gun and shoot – yet it won't sacrifice the depth of MMOs, with a lot of care being put into the character trees and skill development. CCP will also 'bring the microtransaction business model to a console shooter for

● Battles start in vehicles, then transition on-foot, then transition to watching respawn counters when you die.



the first time.' In other words, DLC as you play. That's a slippery slope for gaming that we're sure Activision and EA will look at very closely. You could argue the same thing has already been done in *DC Universe Online* but that works within traditional MMO confines. Anything tried and tested in an MMOFPS environment will no doubt be attempted in a plain ol' vanilla FPS environment.

**But I still can't cook an egg. Sigh.**

*Dust 514* is being made by CCP Games, with updates, screenshots, media and dull news stories found at [ccpgames.com](http://ccpgames.com)



## MOVE ON

Wave your hands in the air

**DUST 514 ISN'T** just the first MMO first-person shooter on Sony's console. It'll also be the first MMO to support motion control. Move support was confirmed in July last year but we've not heard too much about it since. Even so, *Killzone 3* did a great job highlighting the potential of Move in FPS games, so it'll be interesting to see if *Dust 514* follows its lead. Vita support has also been discussed, making *Dust 514* a massive headache for the technical engineers no doubt.

## WHAT MAKES THIS GAME GREAT?

- *Dust 514* will be the first FPS MMO on PS3.
- Online battles with up to 64 players taking part.
- Integration with *Eve Online*, the monstrous PC MMO.
- It's a shooty shooty bang bang pow game.

## READ ME

*Dust 514* is the first massively multiplayer online first-person shooter for PS3, also known as MMOFPS, also known as mummofups. No one calls them mummofups.



UPDATE



• This is the size of your standard seagull nowadays anyway.

RELEASE DATE: MAY

# Dragon's Dogma

Now comes free with Resident Evil 6 demo!



See that joke in the standfirst? Go on. Read it. Ha ha! Get it?

*Dragon's Dogma* will come with a code that can be redeemed for a *Resident Evil 6* demo, valid 4 September, but the joke is that the demo is worth more than *Dragon's Dogma*. Ha ha! Get it? Ha ha! It's funny because it's true! Admittedly, it's been stolen from The Internet and that joke may have been ringing around Capcom Japan's halls too loudly for its comfort, because something has prompted them into action. Maybe ex-Capcomer Keiji Inafune sent *Dragon's Dogma* producer Hiroyuki Kobayashi an email titled 'LOL' with the joke inside.

Whatever's happened, Capcom has gone on the offensive and stoked the interest fires of those keeping watch on *Dragon's Dogma* by revealing more about the combat system. Previously, we saw the pawn system, the *Shadow Of The Colossus* overtures and the magic attacks. Now, Capcom has shown how the system works one-on-one with some of the classes: Strider and Fighter.

Those in the Strider class have dual daggers and a shortbow. They attack from distance, rolling out the way of danger, firing arrows and cords at their enemies. They can also cling onto the larger creatures for longer than any other class

and eventually learn thievery and how to deal multiple strikes with their dagger.

Meanwhile, Fighter is a fighter. Surprise! This is the bread and butter sword and shield class, getting in close, launching enemies, hiding behind the shield when things get a bit too tasty. Fighter's skills include skewering enemies so other members can attack them freely, smashing through a guarding opponent with the shield and wishing they were good at diplomacy. They're not nearly as nimble as Strider class and thus can't roll to safety or cling onto large creatures for as long, forcing them to use different tactics in battle.

It sounds like simple, rudimentary stuff but what we've seen shows the two classes playing in such different ways, they could belong in different games. *Dragon's Dogma* has the deliberate speed of *Dark Souls*, the combo potential of *Devil May Cry* and the setting of *Skyrim*. If it could combine the quality of all three of those games, then we'd have to break our scoring system and award it 239%. It's unlikely to be that good, of course, so we'll have to wait and see how far below that 239% score it dips.

**Capcom.com** is the hub you want to throw yourself at for the latest *Dragon's Dogma* information and screenshots.



• Guess which one of these isn't in your party? Go on.

• It's like *Skyrim* and *Dark Souls* and *Devil May Cry*. Skydevil Souls!



## PAWN SHOP

The three amigos

WE'VE MENTIONED IT before but so much of *Dragon's Dogma*'s success rides on the pawns system, the AI companions who follow you into battle and help you out. The single-player combat looks good but companions can draw the attention of enemies, hold their head, pin them down, go for pincer attacks or heal you. How those elements interact is key to how well *Dragon's Dogma* works and how close it will come to that 239% score.



## WHAT MAKES THIS GAME GREAT?

- Combination of *Skyrim*, *Devil May Cry*, *Monster Hunter*.
- AI companions can be loaned to other players.
- Focused on single-player experience.
- Classes all play radically differently to each other.

## READ ME

Capcom brings its combat expertise to the realm of fantasy, with *Dragon's Dogma* being produced by Hiroyuki Kobayashi.





## ✓ Yee haw

While this is, developmentally, the follow-up to *Warhawk*, it isn't a direct sequel. No, this is a different setting – a world of future Westerns and space cowboys moseying on about with their lasers and mecha-horses (alright, not mecha-horses). It certainly adds more character to what was a particularly bland setting in the original. There's an actual story this time around, with a single-player mode backing it up, but we haven't had hands-on with that as of yet. We do hope it'll be more than multiplayer with bots, though.

**Starhawk** is being developed by LightBox Interactive. Check out [www.starhawkthegame.com](http://www.starhawkthegame.com) for more details.



RELEASE DATE: MAY

# Starhawk

PS3

Too much war?  
Add more stars

## WHAT MAKES THIS GAME GREAT?

- Fast, fun, frantic – that kind of thing.
- Deeper tactical choices.
- Build and Battle seems to work quite well.
- Cowboys in space, innit.

## READ ME

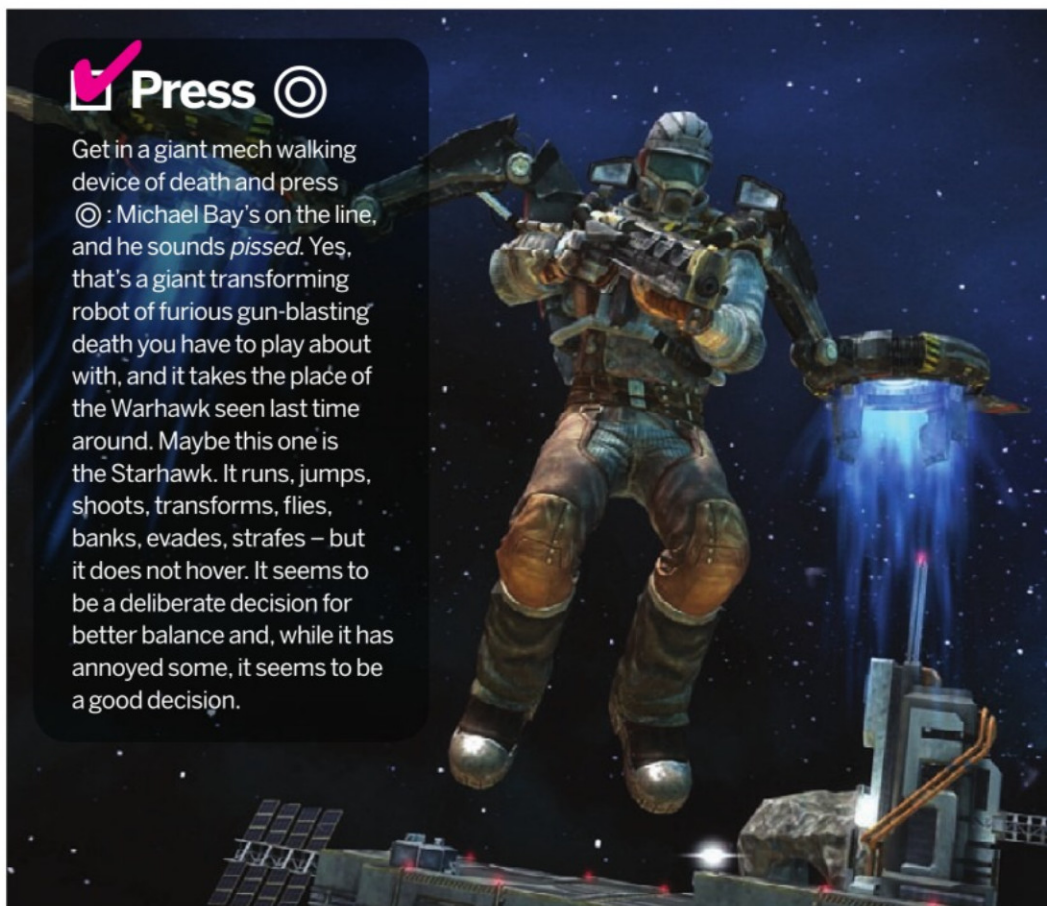
*Starhawk* is the first game developed by LightBox Interactive, though the studio is made up of former Incognito employees. So it has plenty of experience.

## ✗ What could go wrong?

For what it is, we're struggling to find any glaring issues with *Starhawk*. Maybe they'll be revealed with time, maybe they'll come as a result of the single-player mode. But one thing we think might put people off – though not necessarily a demonstrably negative point – is the game's added complexity. It's not a PC-level of super RTS strategy, but *Starhawk* does throw in the sorts of extras that demand that bit more concentration and consideration by and from players. There's every chance it could make people used to simpler times just not bother.

## ✓ Press ◎

Get in a giant mech walking device of death and press ◎: Michael Bay's on the line, and he sounds *pissed*. Yes, that's a giant transforming robot of furious gun-blasting death you have to play about with, and it takes the place of the *Warhawk* seen last time around. Maybe this one is the *Starhawk*. It runs, jumps, shoots, transforms, flies, banks, evades, strafes – but it does not hover. It seems to be a deliberate decision for better balance and, while it has annoyed some, it seems to be a good decision.





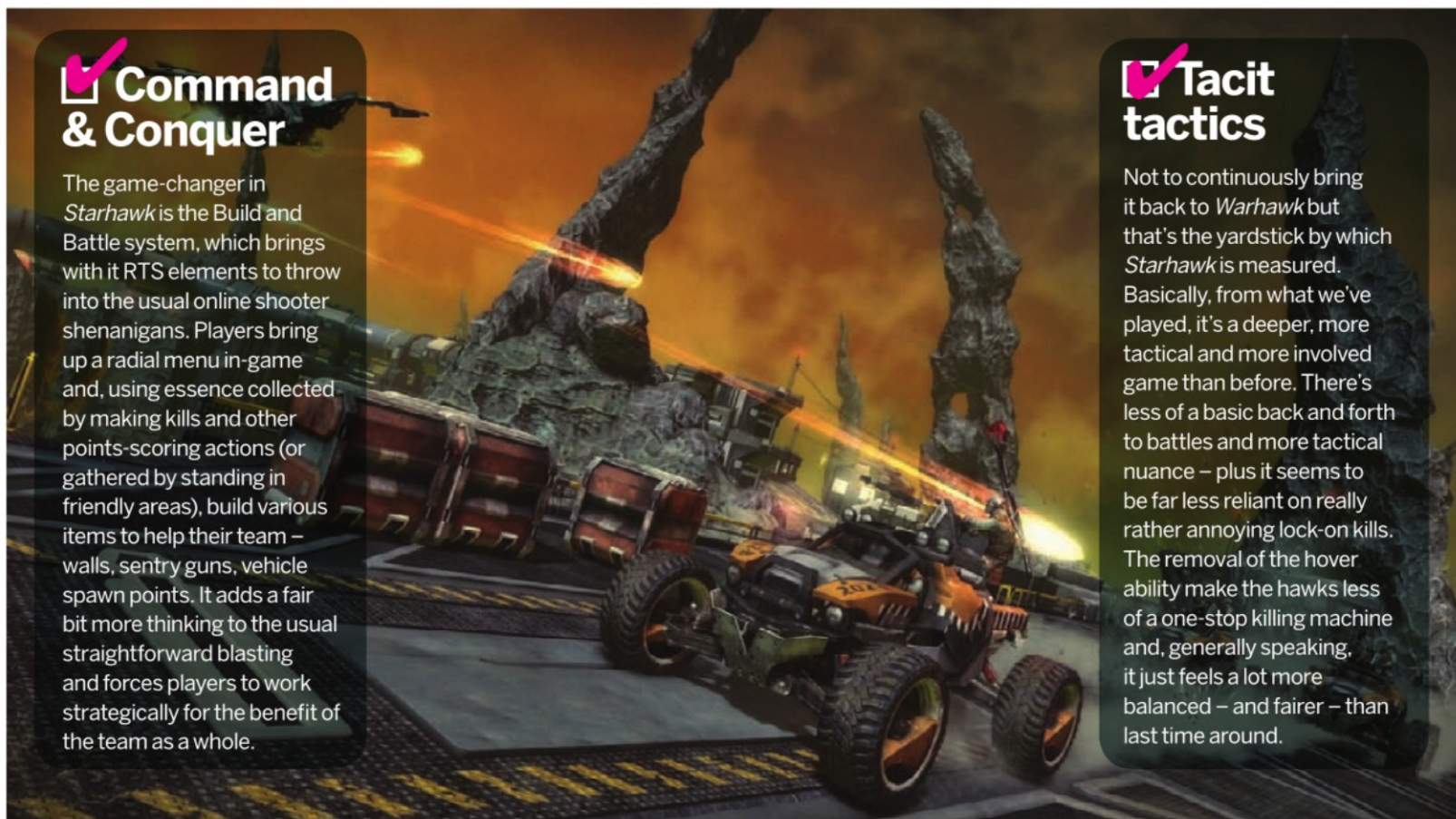


## ✓ Modes and modes

So far we've seen deathmatches and capture the flag – nothing out of the ordinary. While we expect there should be other modes popping up, possibly offering us something more unique to the experience of *Starhawk*, the Build and Battle system already throws in enough of 'something new' to make it interesting even to those who are well-versed and probably bored with the standard online fare. It doesn't look like it reinvents much, but *Starhawk* looks to build – pun! – on an existing framework and adds some interesting new touches.

## ✓ Command & Conquer

The game-changer in *Starhawk* is the Build and Battle system, which brings with it RTS elements to throw into the usual online shooter shenanigans. Players bring up a radial menu in-game and, using essence collected by making kills and other points-scoring actions (or gathered by standing in friendly areas), build various items to help their team – walls, sentry guns, vehicle spawn points. It adds a fair bit more thinking to the usual straightforward blasting and forces players to work strategically for the benefit of the team as a whole.



## ✓ Tacit tactics

Not to continuously bring it back to *Warhawk* but that's the yardstick by which *Starhawk* is measured. Basically, from what we've played, it's a deeper, more tactical and more involved game than before. There's less of a basic back and forth to battles and more tactical nuance – plus it seems to be far less reliant on really rather annoying lock-on kills. The removal of the hover ability make the hawks less of a one-stop killing machine and, generally speaking, it just feels a lot more balanced – and fairer – than last time around.



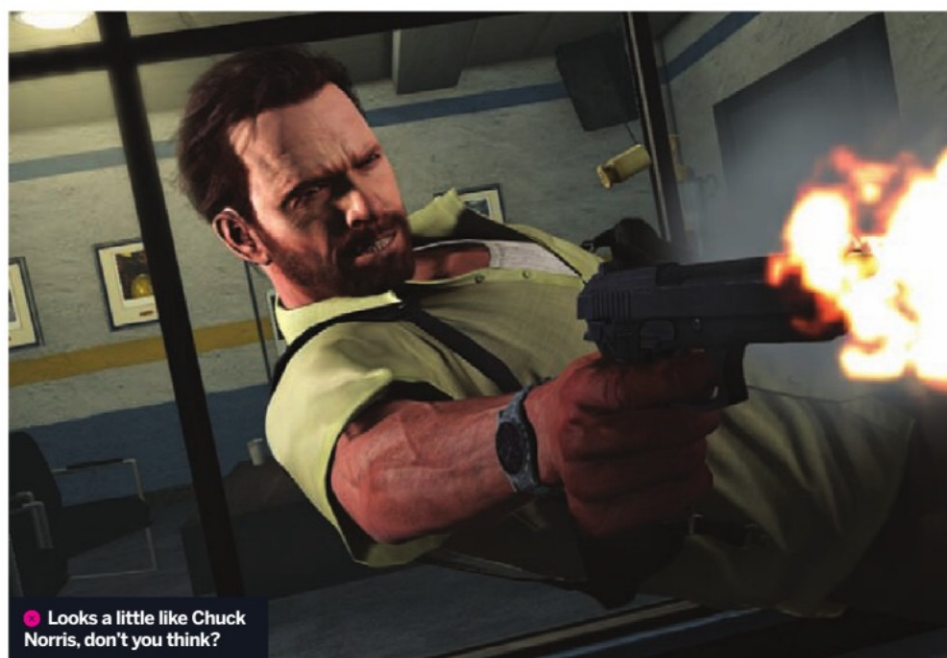
# PREVIEW



● This is why you should never run on the stairs.



● Those bullets are nowhere near as offensive as that shirt.



● Looks a little like Chuck Norris, don't you think?



## LAST MAN SHOOTING

Time to get your gun off

**DO YOU LIKE** cut-scenes? Do you like shooting? Good, because *Max Payne 3* has a hybrid of the two. Occasionally Max will be propelled into an impossible or perilous situation: smashing through a window before groggily taking out encroaching enemies from the floor. Or drawing his pistol and taking on foes encircling him as he sits exposed on a sofa in the corner of a down and dirty favela club. It looks cool. You feel cool. Cool.

Other mechanics have also been introduced, namely Last Man Standing. If you've got one of Max's trademark health-giving painkillers to hand, when you suffer a fatal shot you'll get a chance to revive yourself. Kill the assailant that fired the shot and you'll live, at the cost of the painkiller. An interesting system, we look forward to seeing how it pans out across the full game.



● The banter between these two is genuinely amusing.





IN-DEPTH

RELEASE DATE: MAY

# Max Payne 3

The fear that gives dev teams wings



A change, they say, is as good as a rest. The thing is, when you combine the two, people tend to get upset. This is especially true where videogames are concerned.

Take *Max Payne 3*, for example. Since 2003 fans have been clamouring for a sequel to the effortlessly stylish/totally stupid (a winning combination if ever there was one) originals. Problem is *Max Payne 2* didn't sell that well. So when, in 2009, Rockstar revealed that it was making *Max Payne 3*, and that it was now set in Brazil, and Max was now bloody bald, the internet predictably became righteously indignant.

Sitting down to go hands-on with the code for the first time, it's apparent that despite the seemingly deep-rooted changes, this is the same old *Max Payne*. It's slightly more serious, granted. The overtly comic book vignettes are gone, replaced with *24*-style panels, while the *Man On Fire*-esque subtitles go overboard on the homage front.

In terms of being a 'Max Payne' game, the loss of the comic book scenes is a blow. We would have preferred they were there. But it is still as ridiculous as ever. Max Payne was never a truly serious character – his name is MAX PAYNE – and

he's not here either. Those droning, over-the-top monologues still exist, but play out in flashbacks, recollections, real-time musings or, best of all, banter between Max and his private security buddy Raul Passos. Don't worry. It's still stupid.

Aside from the humour and presentation, though, *Max Payne* has always been about shooting, and *Max Payne 3*'s shooting is good. If you've watched any of the endlessly boring videos Rockstar has put out about the targeting and physics mechanics you'll have an idea of how it looks. How it *plays* hammers home the points made earlier: it's Max, but a little more considered. Weightier, even.

Said 'weightiness' is made clear when you perform your first shoot-dodge, a leaping slow-motion dive. It takes a little while to get going as Max musters the energy to perform the move. It seems slower and longer than before, feels more deliberate in the act, giving you more time to appreciate the game's wonderful physics system.

The Euphoria engine – used to great effect in both *Grand Theft Auto IV* and *Red Dead Redemption* – is given a thorough workout here, and it shines. Bullet time is your best friend in the game, enabling you to act out all of your Hong

Kong crime-flick fantasies. It's bullet-ballet as you fling yourself around, shooting people's faces off in glorious slow motion and appreciating the way they react, which is nicely – sometimes grotesquely – entertaining.

Especially when you kill the last guy in an area. As a cue that you've Rambo'd every living thing around you you'll get a slow-motion close-up of the last guy you ventilate's bullet-riddled body for as long as you hold down the bullet time and fire buttons. Hold the  $\otimes$  button and you'll slow individual bullets down even more, following them as they puncture your target. John Woo would be very proud.

It's all very satisfying, and coming up with your own inventive ways of dispatching enemies – leaping sideways over football stadium rails onto the seating below, diving through doors, switching weapons mid-jump – will almost always bring a smile to your face.

Thing is, however, we were doing most of this over ten years ago, when *The Matrix* was cool. Yeah, that long ago. And while shooting people excessively in slo-mo will *always* be cool, even by the second game it was the story that was pulling us through. So how does *Max Payne 3*'s stack up?

Pretty well. From what we've seen it plays out by cutting back and forth in time between Max's old life in New York – where he's drinking himself to death in his favourite bar – and his new one in Sao Paulo as the bodyguard to a wealthy family.

Not that Max wanted to go to Brazil, but after a run-in with some punks in New Jersey it appears it was for the best. Things go from worse to 'come on, man' for Max when a ruthless gang kidnaps his employer's trophy wife.

Which, if anything we know about Brazil is true, seems to be par for the course: it's the equivalent of nipping down to the shops. All Max and Passos have to do is go and get her back. Which seems simple enough, until a bunch of heavily armed, well-financed commandos show up and take the cash, leading to a trip down the rabbit hole of corruption and intimidation at the highest levels.

Which, again, is pretty much standard *Payne* fare, and enough to keep us interested in the story and setting. Between the environments we saw (a Brazilian football stadium, a glimpse of New York and a poverty-stricken favela) and the differing tactics and weapons used by the enemies that inhabit them, we're confident that *Payne* will satisfy our demand for gunishment to the bitter end. The question is whether it will do more than that.

Rockstar Games is developing **Max Payne 3**. Check out the latest at [rockstargames.com](http://rockstargames.com)

## WHAT MAKES THIS GAME GREAT?

- ❑ Fantastic physics.
- ❑ Interesting settings.
- ❑ Feels like *Max Payne*.
- ❑ He's not bald all the time.

## READ ME

The threequel in the much-admired *Max Payne* series, this latest instalment changes settings but keeps the tried and tested gameplay pretty much intact.



# PREVIEW



One of the biggest changes found in *Sly Cooper: Thieves In Time* is that there's more focus on opening the game up – it'll be twice as big as previous *Sly Coopers* and free-roaming will play a bigger part. To reflect the open nature of *Thieves In Time* there's now a compass pointing you towards your next goal, which can be called up by clicking **L3** and following the massive arrow that appears.

RELEASE DATE: Q3 2012

## Sly Cooper: Thieves In Time

If I could turn back time (about 15 years)

PS3

It's not 1996 any more, which is bad news if you're Sega, Kevin Keegan or a platforming game. Platformers only have two places to exist nowadays – beneath the boots of military shooters crushing everything in their path and on PSN where FPS games and their dudebro size 11s won't fit. It's not a surprising state of affairs. There's nostalgia for the older titles and zero demand for new ones as gaming's push for an older demographic has left the bright buoyancy of colourful platformers behind.

But every rule has an exception and in this case, it's *Sly Cooper*. *The Sly Collection* was a nostalgic slice of platforming that was buried under an avalanche of games. Even so, it reminded us of what we had lost – humour that didn't need to be edgy to be funny, bright, bubbly characters and

a dash of elegance. If all this sounds like the I-remember-the-good-old-days fist-shaking of an old man who the nurse has forgotten to wheel back indoors, it's more an indication of what to expect with *Sly Cooper* and *Thieves In Time*.

Nothing dramatic will change for this, the fourth outing of the series and the first original *Sly Cooper* outing on PlayStation 3. Instead, it's looking like the trademark mix of stealth and platforming are being gently massaged into bigger levels while Sly's ancestors being on show means more personalities get screen time. It won't bring back 1996 and it certainly won't breathe new life into the platforming corpse but it's looking like a damn fun game. Really, isn't that what matters?

**Sly Cooper: Thieves In Time** is being developed by Sanzaru Games – check out [www.sanzaru.com](http://www.sanzaru.com) for more info.



The range of playable characters will also be opened again, as it was in *Honor Among Thieves*. Not only can you play as Sly's ancestors as you meet them and eventually unlock them but we also have the return of playable long-time side-kicks Bentley and Murray. Murray will be bulked up to reflect his... bulk. Obviously. But what abilities will they have? Will Bentley remain confined to his wheelchair?



*Sly Cooper's* animated cut-scenes return and if you think that's the most boring sentence ever written in *Play*, then, well, you're right. But we have a point! And the trademark sliding animation style that was so distinct back in the original *Sly Cooper* will also return, and the only cut-scene shown off so far focuses on El Jefe, one of the main villains and almost certainly a boss you'll have to fight.

### WHAT MAKES THIS GAME GREAT?



Sly's first original PlayStation 3 outing.



Sort of.



Platforming is back!



Play as Bentley, Murray and Sly's ancestors.

### READ ME

With the Thievius Raccoonus disappearing before him, *Sly Cooper* is forced into action to find out what's happening to the book that was passed down from his ancestors.



4



*Thieves In Time* will see you meeting Sly's ancestors and the one shown off so far is Rioichi Cooper. All of Sly's ancestors will have special abilities and Rioichi has his patented Leaping Dragon Technique! What fiery infernos can he conjure with this horrific spell, you ask? Does he rain meteors from the skies like the fearsome flame god he truly is? Will he drench his enemies with sizzling seas of lava? No. He can just scale walls quite far. Oh. Erm... oh.

5



Having Rioichi in the mix means we get humour thrown in, too, as Rioichi's philosophical pondering and mystical meandering leaves Sly confused. Rioichi's Japanese, see? It's in his contract to talk like Mr Miyagi and he spins Sly's tiny little head with the riddles he speaks. The dynamic of smart vs stupid is something that's been done well before, thanks to Bentley vs Sly, so we're confident the interplay between the two characters will be funny.

6



We know Sly Cooper's time-travelling jaunts will take him to feudal Japan, as he busts Rioichi Cooper out of captivity. But that's not the only place you'll visit – promotional images for *Sly Cooper's* fourth outing have shown a pirate ship, Arabic artefacts and images of the Eiffel Tower. Those settings lend themselves to themed Coopers to fit alongside Rioichi, so it figures that we'll have worlds themed on pirates, the Middle East and France.

7



*Sly Cooper: Thieves In Time* is centred around Bentley's time machine, which is what allows Sly to nip back to ancient Japan to meet up with Rioichi and fight giant enemy crabs (possibly). We don't know the exact plot of *Thieves In Time* at this point but it seems the timeline has gone a little bit wonky, owing to laser traps appearing in an era where... well, they just don't exist. Although we've never been to Ancient Japan, so what do we know.

8



Finally, Sucker Punch is stepping back from the *Sly Cooper* series and letting newcomer Sanzaru Games have a crack. Fresh from working on *The Sly Collection*, the studio also ported *Secret Agent Clank* to PlayStation 2. It clearly knows its stuff when it comes to character-led platforming but will it do the *Sly* name justice?



# PREVIEW



● Death is far more agile and aggressive than War.



## DRAWN TOGETHER

Joe Mad is back. Who?

AS HAS BEEN reported, and will be reported still, from here to infinity, creative director Joe Madureira will return to create pretty much everything you see on screen in *Darksiders II*. His input really cannot be understated, and the 37-year-old comic book veteran is as much to do with the game's success as any other figure. It's his artwork and direction that gives the series its striking look in a rolling sea of grey, me-too wannabe *Call Of Duty* clones. It's refreshing to see a game that knows what colours are.



● Players can upgrade their armour as the game progresses.



● We know who our money's on.



UPDATE



RELEASE DATE: TBC 2012

# Darksiders II

## More Darkside Chronicles from THQ

PS3

The original *Darksiders* was a good game hampered by irritating design decisions. Chief among these was that it took about six months to get going, and for those six months you were essentially tapping one button. You weren't War. You were bored. We'd wager that a lot of people who bought it – and it sold well, at around 1.86 million – probably didn't get any further than the first few hours or so before getting back to *FIFA*.

We can't really blame them. Those who actually made it through these grossly overlong first sections, however, were rewarded with a game that, although wholly unoriginal – ripping from *Castlevania* and *Zelda* among others – managed to forge a following of its own with chunky, colourful character models and brutal combat.

*Darksiders II* looks to build upon the sizeable audience the first

game garnered by improving on this strong if flawed start. Running parallel to the original's story, here you'll play as Death as he navigates the Nether Realms, attempting to uncover why War has been framed for bringing about Armageddon.

Vigil is billing this story as being murkier than the last. Death doesn't have the same strict code of honour that War ascribes to, and as such there'll be more behind-the-scenes wrangling. After all, with the stories running side by side the developers are going to have to find a way to expand upon a story that has technically already ended.

The scenario also enables developer Vigil to be more daring with its level and art design. Out are the constant, repetitive sights of charred cars and ruined tower blocks of a burned-out Earth. Their replacements are supernatural otherworlds, which make good use of the game's signature, vibrant art style.

Gameplay and progression have changed, too, with pacing differences being immediately obvious. Death receives his mount, Despair, from the very start of the game and as a result getting around is in no way the hassle it was before. Death is also a far more athletic figure than War, wielding two scythes that can be combined for greater damage. Death has no block move: he has to rely on his evasive prowess, ducking and rolling to get the drop on his foes.

Defensive strategies aren't the only area of combat that have changed, though. Whereas it was difficult to build War in your own image before, here there are RPG-style skill trees and basic character classes to craft Death in a style that suits yours. It's not going to trouble *Skyrim*, but it's definitely a bonus and points towards Vigil's determination to craft *Darksiders II* as a far more role-playing-focused entry than before.

Death will be able to visit towns – with Vigil claiming that each one will feature as many dungeons as the entirety of the first game – and chat with NPCs. Some of these characters will be able to give him sub-quests, while others will act as merchants.

Dealing with these merchants further enables players to customise their build. *Darksiders II* amplifies the original game's emphasis on looting, with more drops of not just currency but also weapons, upgrades and items. Players can then go on to trade their hard-earned for more goodies, upgrading armour and armaments in the process.

It's been two years since *Darksiders* came out and it's clear that Vigil has been hard at work ironing out the flaws of the original game, while also expanding on its scope and ambition. With uncertainty and rumour clouding publisher THQ at the moment there's a lot of pressure on *Darksiders II* to be a success. It probably will be.

### WHAT MAKES THIS GAME GREAT?

- Better pacing.
- RPG elements.
- Improved combat.
- Lessons hopefully learned from the original.

### READ ME

The original *Darksiders* was the first title Vigil Games had made as a studio. No pressure lads, eh?

*Darksiders II* is developed by Vigil Games. Check them out over at <http://vigilgames.com/>





RELEASE DATE: AUTUMN

# XCOM: Enemy Unknown

We thought this genre had been XCOMmunicated

PS3

We're still feeling a mite foolish about this one, as 2K managed to pull the rug out from under all of us. Not only does the *XCOM* strategy game – one we thought would never see the light of day – exist, but it's looking like it might well be everything we *X-Com* fans wanted from a reimagining. The project is being handled by Firaxis Games – a team you may not be totally au fait with thanks to its mainly PC background. Fret not, though, as the team is more than capable when it comes to strategy games, development is headed up by a self-confessed *X-Com* nerd and it's been in the works for almost three years now. Alright, we'll admit it if it isn't already abundantly clear: we're excited by the prospects here.



## PAST/PRESENT PRESENCE

It's difficult, if not impossible, to talk about *XCOM* 2012 without bringing up *X-Com* 1995 – fortunately Firaxis knows this all too well and has been open in telling us all just where it has been influenced by the original. The look has been updated, yet remains familiar. The general mechanics are lifted wholesale from the first

game, though tweaked here and there. Even the music has elements lifted directly from the eerie tunes that backed up *XCOM*'s progenitor. Then, of course, there's the difficulty – your troops, facing down this alien threat, can die. And when they die, they are *dead*. No coming back; no second chances. Bliss.

## WHAT MAKES THIS GAME GREAT?

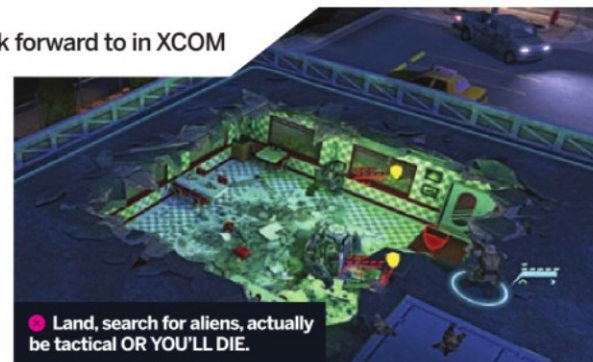
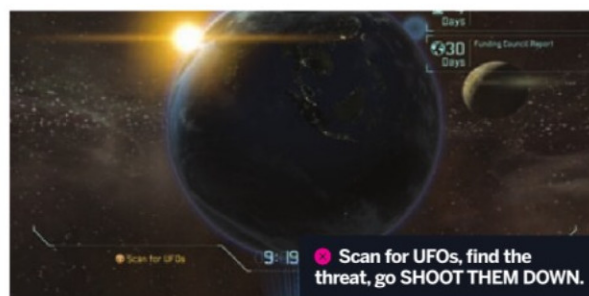
- Firaxis is a proven talent when it comes to strategy games.
- It takes many leaves out of the original's book.
- The game's lead designer, Jake Solomon, is a huge *X-Com* nerd.
- It's the game we wanted 2K to release.

## READ ME

*X-Com*'s creator, Julian Gollop, is not involved with this new game. For his most recent title you'd have to head to the world of the 3DS.

## A DAY IN THE LIFE

What you can look forward to in *XCOM*





3

## THE GAME, PART I

The first part of the game you're likely to be confronted with is the Geoscape: a view of the Earth in which you can keep an eye out for alien activity while managing your base, troops, equipment, research, manufacturing and whatever else you have going on. It's here that the ground work is put in – hiring and firing, buying and selling, taking apart the alien technology to make it work for your benefit. All of this contributes to your effectiveness on the field, and your effectiveness on the field contributes to how successfully you are capable of managing your affairs. It's not simple, but it's nowhere near as complex as we're making it sound.



4

## THE GAME, PART II

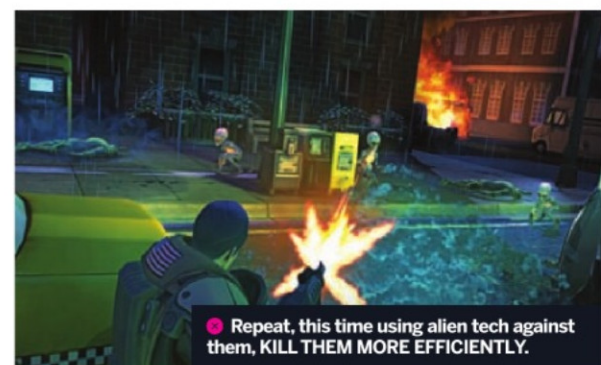
The second part of the game comes in the form of the turn-based combat sections. Here you take control of your squad of troops, outfitted with weapons and equipment you've seen fit to give them, and take to the streets/forests/farmlands looking for nearby alien activity. Oh, and probably dying. A lot. Tactical concerns are sure to come into play, with line of sight, your troop positioning, flanking and the joy that is destructible scenery all playing a part in your eventual victory. Or defeat. It will probably be defeat. The user interface is one of the main things to have been cleaned up since the first game, so it should be a lot easier to actually navigate on console.



## BLACK SHEEP

Don't forget about the *other XCOM* game just yet – 2K hasn't abandoned the first-person shooter developed by 2K Marin, with it still intended for release. Albeit after a bit of a delay, meaning it actually comes out after the game it was announced well before. Regardless, this opens up interesting opportunities for the revisited series, with potential link-ups between the two games – both are likely to be set in the same narrative world, just in different time periods, so story continuity is pretty much a given in that situation. Other than that? We don't know, but Firaxis has said it's looking into how to approach tie-in elements.

5





# PREVIEW



## THE AMAZING-SPIDER-MAN



**PUBLISHER:** Activision **DEVELOPER:** Beenox **ETA:** Summer 2012

Out there, in the dreary and dreadful world we call Earth, there are some people that actually went out and bought a copy of the last *Spider-Man* game, *Edge Of Time*. These people are dangerously unhinged and utterly terrible despots, and we feel sorry for them.

And while it would be silly to suggest that Activision feels sorry for them as well, at least this latest game featuring the most boring superhero outside of Superman surely can't be as bad. If it is we'll kick off.

That said, we've seen nothing of this game outside of a trailer and a screenshot that no doubt has been up-res'd out of the wazoo. There's also some noise about a web-rush mechanic, but again that could mean anything. Just make it like *Spider-Man 2*, Activision.



## GAME OF THRONES



**PUBLISHER:** Atlus **DEVELOPER:** Cyanide **ETA:** TBC 2012

When ultra-successful beard-fodder *Game Of Thrones* became a hit on television screens around the globe, publisher Atlus must have been rubbing its hands with glee. After all, there's nothing more palatable to a vast swathe of the world's gamers than men with beards and names like Lord Brapington S't'Gt'F-OGorn talking about conquest and lineage. In other words, this really should be a winner.

We say should, because it's easy to mess these licences up with stupidity, as was the case with the last *Lord Of The Rings* game, *War In The North*. For most developers, this should be easily avoided: *Skyrim* plus *Game Of Thrones* equals everybody's happy. Let's hope then that Cyanide has upped its game since the rather poor *Blood Bowl*.

# THE BEST OF THE REST...



## SNIPER ELITE V2



**PUBLISHER:** 505 Games  
**DEVELOPER:** Rebellion Developments  
**ETA:** May 2012

If you've ever watched any of those ghastly YouTube videos where 12 year olds run around with sniper rifles bellowing about how they're going to 'no-scope some fools' then you will know that a) those people should be eliminated and b) *Call Of Duty* sniping requires little to no skill.

This is not the case with the *Sniper Elite* series, however, which presents a difficult but addictive experience as you try to sneak into position to take out your targets in true 'one shot, one kill' fashion. Under the radar, but those looking for a change of murderous pace should check it out.

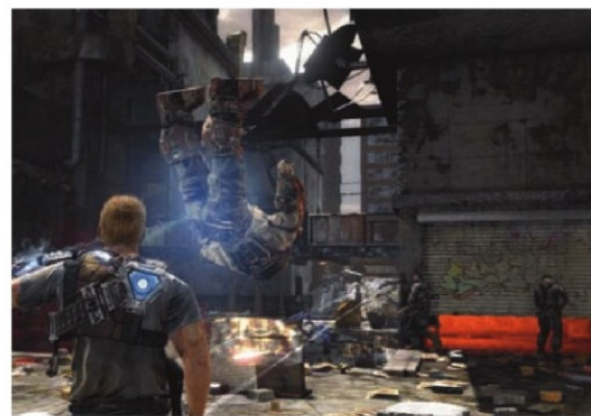


## TRANSFORMERS: FALL OF CYBERTRON



**PUBLISHER:** Activision  
**DEVELOPER:** High Moon Studios  
**ETA:** Late 2012

If you're a long-term *Play* reader you'll probably recall that we weren't the biggest fans of the last *Transformers* game, on the basis that it was absolutely crap. Well, it was a movie licence, after all. No such excuses can be used by developer High Moon Studios this time around, however, as *Transformers: Fall Of Cybertron* isn't tied into anything bar the licence itself. The developer proved it could do *Transformers* with *War For Cybertron*: we expect nothing less here. In fact, we expect more. We're greedy like that.



## INVERSION



**PUBLISHER:** Namco Bandai  
**DEVELOPER:** Saber Interactive  
**ETA:** Summer 2012

Is *Inversion* ever coming out? It has to come out eventually. Namco keeps delaying it, and then it delays it again, and then it delays it a third time just to see if it's possible, but eventually it's going to have to point and shout "oh, look over there!", while quickly putting copies of *Inversion* on the shelves when everyone looks the other way.

We played what we thought was fairly complete code last year. It was surprisingly good fun but Lord knows what it was we played, now that *Inversion* has been delayed until 2015 or whenever. Has it even got a title screen yet? Namco, release this. Please. PLEASE.





## FAR CRY 3

PS3

**PUBLISHER:** Ubisoft **DEVELOPER:** Ubisoft Montreal **ETA:** 2012

For all its positive points, *Far Cry 2* wasn't quite the game we all wanted. Don't get us wrong: the setting was fantastic, and some of its mechanics progressive. Sadly yet more of those mechanics were, frankly, sheeeiiiit.

This sequel seems to strip out all the guff everyone hated from the last game and bring everything full circle, back to the tropical jungle environments and non-military protagonists of the first game. This doesn't mean you're not going to be a stone-cold killing machine – the disarm and execution moves on show are brutal and satisfying – it's just a bit more fantastical than playing a double-hard war bastard starting up African conflicts like last time.

Which we're fine with. Playing *Far Cry 2* was, for better or worse, like being out there in the wilderness. *Far Cry 3* is pure escapism, and that's fine with us.



## GHOST RECON: FUTURE SOLDIER

PS3

**PUBLISHER:** Ubisoft **DEVELOPER:** Ubisoft **ETA:** May

How the fudge will *Ghost Recon* compete with *Modern Warfare 3* and *Battlefield 3*? No one asked that question when Ubisoft fielded an open Q&A with its community. Someone did ask, "Will it be amazing?" to which Ubisoft responded, "Of course the game will be amazing!", so first we have to congratulate Ubisoft for surviving such an intense grilling by the next generation of Paxmans. Second, we do have some info to relay. The melee attacks shown in the trailer are two part – the stun hit followed by the lethal hit (scout class gets a faster, quieter kill). Killstreaks aren't in but there are team rewards for completing team objectives, such as intel on the enemy's position following a successful computer hack, which should be a brilliant addition to multiplayer. There's no hardcore mode but *Future Soldier* will launch with four modes and ten maps. Oh, and it will be amazing!

It's not just *Borderlands 2* and *Prototype 2*. There are other games coming out that you should pay attention to as well. Here they are!



## DIRT: SHOWDOWN

PS3

**PUBLISHER:** Codemasters  
**DEVELOPER:** Codemasters Southam  
**ETA:** May

It's a turbo-fuelled festival of carnage! It's a lean back experience, not a lean forward experience! Which are two ways of saying that this is *DiRT*'s attempt to branch off from the series, moving away from serious petrol-sliding sim to smash, bang, crash, thank you mam. Or however the saying goes.

The point is, *DiRT: Showdown* will be fun. The modes include Sumo, 8-Ball, Infection, Rampage and... well. There's a full preview next month so if you want to know why *DiRT: Showdown* players will hate a man called Bruce Cannon (who?), you know what magazine to get.

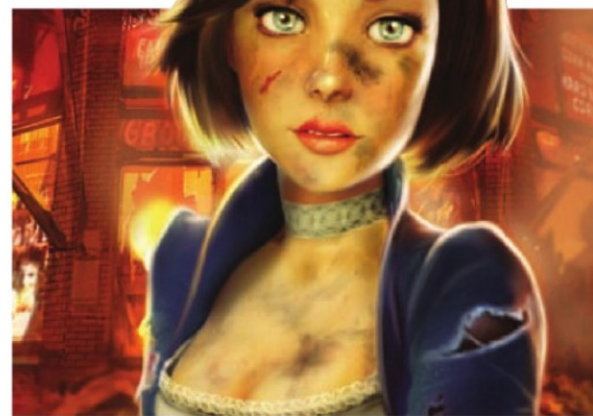


## LITTLEBIGPLANET

VITA

**PUBLISHER:** Sony  
**DEVELOPER:** Double Eleven/Tarsier Studios/  
XDev **ETA:** TBC 2012

Sadly slipping from the Vita launch date into that murky release abyss of 'soon', we're dying to see *LittleBigPlanet* on Vita, especially with all of the new console's inputs and augmented reality functions. Directly 'drawing' levels sounds like just the ticket to implement *Play*'s creative (demented) genius, and if we can't use Vita's camera to take a picture of something and then drop it instantly into the game we're going to Get Very Serious Indeed. The only thing worrying us so far is the fact that Sony is keeping suspiciously mum on the whole shebang. Bad for us, bad for Vita. Sort it out!



## BIOSHOCK INFINITE

PS3

**PUBLISHER:** 2K  
**DEVELOPER:** Irrational Games  
**ETA:** September 2012

Hey, guess who's found out more info about the supertough 1999 Mode in *BioShock Infinite*? Well, us, obviously. Irrational won't make 1999 Mode an unlockable feature upon completing the game but the studio is considering including a way you 'unlock' it, because if The Common Man who doesn't normally play games takes a chance on *BioShock Infinite* and chooses 1999 Mode by mistake, he'd never play games again. The enemy AI won't change – just the availability of resources and how much damage they can take and dish out. Finally, there's no extra for completing it but you will be rewarded with a Trophy.



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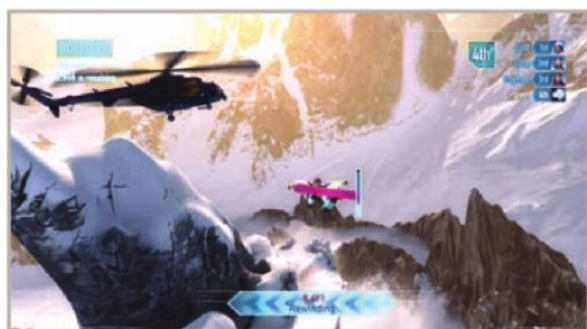
We play games and give them a score

**Including:** Does Commander Shepard go out with a bang? /// SSX slides into the bargain bin /// Twisted Metal combines cars and guns

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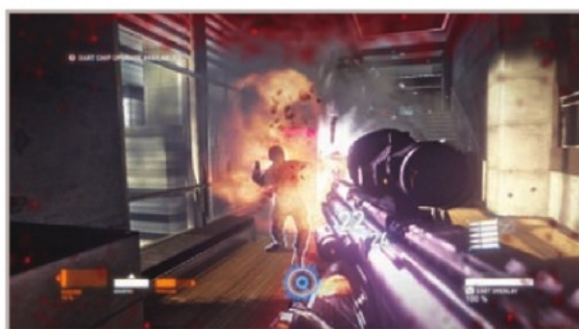
## 68 Mass Effect 3

The beginning of the end



### 70 SSX PS3

Biggest disappointment this year



### 74 Syndicate PS3

Co-op shooter comes good?



### 76 Asura's Wrath PS3

Press start, then watch

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RELEASE DATE: OUT NOW

# Mass Effect 3

This is the end, beautiful friend



## DETAILS

**Publisher**  
EA  
**Developer**  
BioWare  
**Price**  
£49.99  
**Players**  
1-4  
**Genre**  
RPG  
**Age Rating**  
18  
**Website**  
masseffect.com  
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*Mass Effect 3* is depressing. Well okay, no. That's an exaggeration. *Mass Effect 3* is depressing at one very specific moment when Shepard thinks he (or she, Femshep fans) has failed. The universe has lost. The sense of defeat is suffocating as Shepard, the unbeatable hero, is finally beaten. The Spoiler Police are probably prepping their tear gas should we spill any more beans but we've said enough.

Forget games being emotional just because they can make you cry. *Mass Effect 3* crushes you like no other game has ever managed. Most games are happy to see you endlessly hurtling towards your end goal of saving the world, only stopping to pick up bigger and better weapons on the way. BioWare drags you to the absolute lowest point imaginable and beats you down. It's a powerful, wonderful thing and proof of how much a game can draw you in when you care that much about what happens.

A huge part of your investment in *Mass Effect 3* is the influence you wield. Being the final part of the trilogy means the long-promised universe versus Reapers battle looms large and the template here has echoes of *Mass Effect 2*, as it quickly shapes up to be a recruitment drive for

that very showdown. It's not as transparently obvious as *Mass Effect 2* – sometimes you need diplomacy, sometimes aggression, sometimes you have to make tough decisions. And these are genuinely *tough* decisions, with 'who lives and who dies' posers popping up more often than 'should I annoy this character I'll likely never meet again' pondering, where you would have likely picked Renegade just to see if Shepard knocked their lights out.

BioWare drags you to the absolute lowest point imaginable and beats you down. It's a powerful, wonderful thing

Your decisions from *Mass Effect 2* don't have the sheer game-distorting weight you would have hoped, so the gravity of the decisions you make in *Mass Effect 3* more than compensates. It draws you in. It makes you care. This is a world shaped by your choice. When *Mass Effect 3* hits its stride, you can't wait to see what happens next – it's a glorious mix of 'hell yeah' highs and 'hell no' lows, of major characters living and dying, of cute in-jokes and nods to *Mass Effect* fans,

of stunning imagery as the Reapers tear the universe apart as the background to most of your actions. This is nothing new in the *Mass Effect* series but knowing this is the end gives BioWare carte blanche to go out all guns blazing, both with the story and the combat.

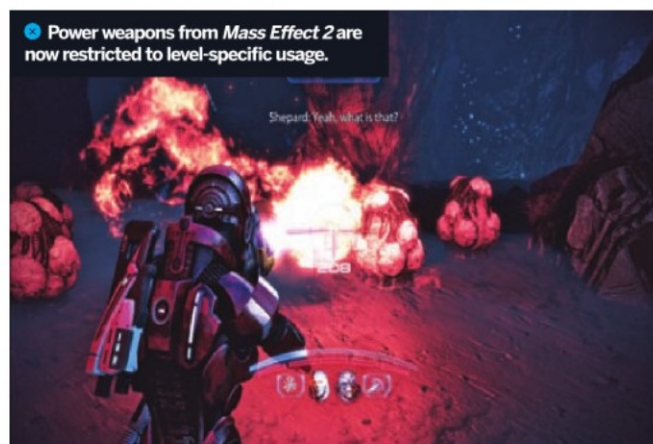
"Yes, talk about the combat!" shouts EA's marketing department, finally able to sip mimosas on the beach after months of pumping out trailers focused on running and

gunning, dudebro action and explosions. The action is better, beefed up with the addition of grenades and meatier melee moves that slot neatly into the

gameplay but this isn't the wham-bam combat that was promised/threatened (delete as appropriate) by those trailers. It's traditional *Mass Effect* fare – you'll duck behind cover, pick your moments well and nervously wait for your shields to recharge if things go wrong. It's *Space Invaders* with special moves, as you aggressively chip away at the health of slowly advancing alien forces.

Yet it's BioWare's willingness to mix things up that really makes the action in *Mass Effect 3* shine above its predecessor. It flips from survival horror nods to tracking down ambassadors to *Aliens* tributes without skipping a beat or feeling disjointed. Some templates are repeated – survive this wave of enemies, use that gun to kill those things, and so on – but it never settles into a predictable pattern or leaves you bored. It feels like BioWare now has the confidence and know-how to understand what works and what doesn't. There's rarely a foot put wrong here. No Mako. No planet scanning. No weak links.

Well, except for one, and surprisingly it's the one area you'd expect BioWare to nail – the ending. Where *Mass Effect 2* pushed

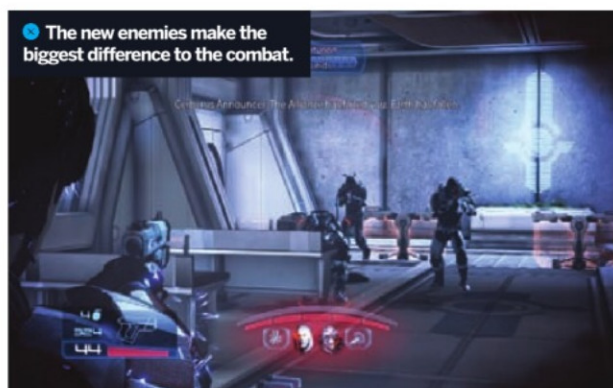




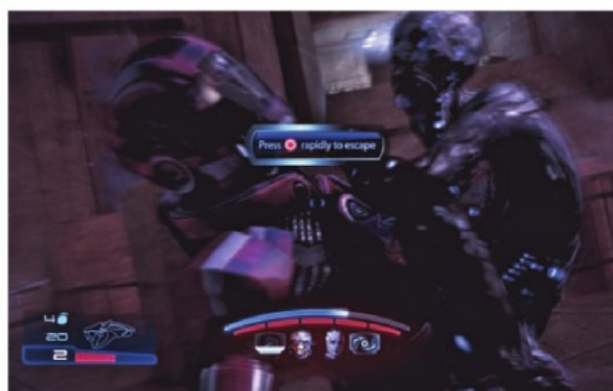


— He's saving your people.

— Fall in line.



● The new enemies make the biggest difference to the combat.



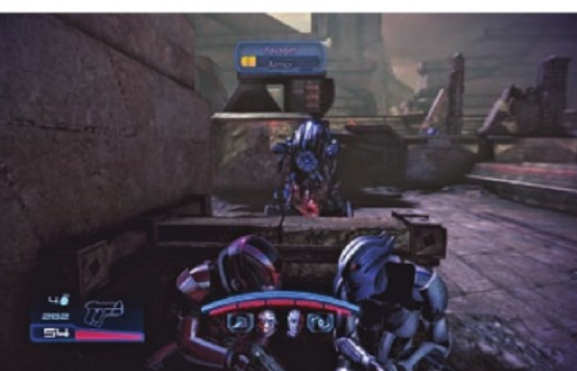
## EVIL EYE

Becoming the ultimate renegade

AS WITH *MASS Effect 2*, selecting Renegade options on the bottom right will see Shepard's scars from his reconstructive surgery reappear, glowing red with anger along with his eyes. Being a Renegade in *Mass Effect 3* seems to really push the ruthless, lethal side of Shepard, especially with the new option to stop characters not only with one Renegade interrupt but multiple. We don't want to reveal too much – the surprises are yours to discover, not ours to ruin – but there's one multiple Renegade option early on where Shepard gets punch-happy with a familiar female face to *Mass Effect* veterans...



Shepard: There are bound to be more than just the ones we killed.



● The new melee moves look good but getting close enough to use them is risky.

its established gameplay to its furthest extremes in its suicide mission, this swaps out that idea in favour of a gimmick to carry Shepard through to his final act, which is resolutely disappointing. It's hard discussing the specifics of exactly why without alerting The Spoiler Police, who still have that tear gas prepped, so to put it plainly – it's not enough. Your decisions throughout *Mass Effect 3* cause friction between various species, which is constantly relayed through warnings, emails and chatter. Things are simmering. "Where will this lead?" you ponder, desperate to see where the ripples you've caused in the universe end. That tension is then shoved aside for sci-fi mumbo jumbo in the ending that's hard to swallow even by *Mass Effect* standards and leaves those big questions unanswered.

That does little to diminish the brilliance of the 30-odd hours leading up to it. It's *Space Invaders* meets Choose Your Own Adventure. It's an emotional rollercoaster that you can describe as such without cringing. Most of all, *Mass Effect 3* is a worthy conclusion to the best gaming series we've seen this gen.

Ryan King

## VERDICT

Shepard's story ends with a journey that's exhilarating and dramatic, with fantastic moments that beg to be replayed so you can see what other outcomes are available. It's just a shame the actual ending itself means Shepard bows out on something of a downer.

93%





RELEASE DATE: OUT NOW

# SSX

Not deadly,  
barely decent



Rebooting a franchise is a risky business: doubly so for a long-dormant one. Do you completely redesign the original template to appeal to new players? Or tweak the existing mechanics, while keeping the core gameplay, to win back those that might have become tired of previous iterations?

Both paths have advantages and disadvantages to them, but the biggest pitfall is succeeding at neither: hedging bets, not

It can't keep track of its own confused design goals, slumping between two stools like a strip-club drunk

striking out far enough from, or sticking close enough to, the original form. *SSX* falls into this trap in classic fashion. This is design by committee nonsense that can't keep track of its own confused design goals, slumping between two stools like a strip-club drunk.

It gives us no pleasure to say this. We loved the earlier *SSX* games because they had it all: personality and playability. Madness and strategy. Tricks and tactics. This is all but gone in the new version. Which we could appreciate if there was a new direction being taken, but

there's not. Maybe there was when the project started, but *SSX* is as confused a game as you could (not) hope for.

Specifically: this *SSX* doesn't know if it wants to be a tricked-out laugh riot or more straight-laced board sim, and in its schizophrenia it can't manage either, devolving into monotonous, grey frustration.

Initially, things seem okay. The trick system is still easy to get to grips with. Some of said tricks, especially the top-level ubers, look very cool indeed. The tours and progression of the levels is good. The courses can be genuinely vertiginous, and catching some massive air off of the side of a dam or mountainside is exhilarating. The handling is a bit twitchy, though. Hmmm.

Then, after an hour's play, the flaws creep up on you like an assassin, ready to stab you mercilessly through your nostalgia gland. The tricks are boring to look at and too easy to pull off, burying any chance of players wanting or needing to put together more elaborate combos. The incessant greyscale of the courses start to blur together into one long dull track, devoid of colour or landmarks, anything to raise the blood.



## DETAILS

**Publisher** EA

**Developer** EA Canada

**Price** £49.99

**Players** 1

**Genre** Sports

**Age Rating** 7

**Website** [www.ea.com/ssx](http://www.ea.com/ssx)

**Twitter** @EASPORTSSSX

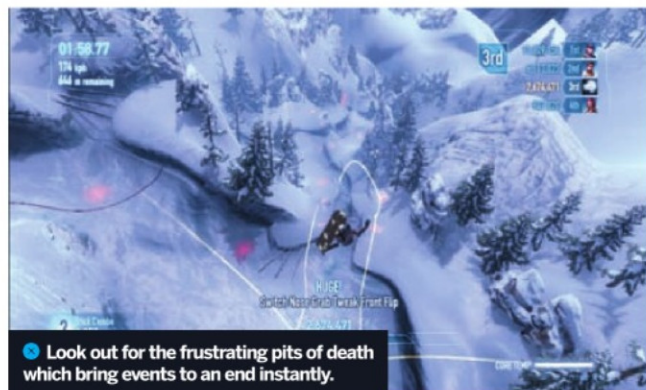
**Facebook** facebook.com/easportsssx

Another while passes and you then realise that *SSX* essentially plays itself, an unforgivable decision in any score-attack game in any genre. You auto-land if you let go of all the buttons, meaning that bailing, frustratingly, is very rarely an issue. The game *needs* that fear: there's no satisfaction in pulling off tricks if there's no skill or timing involved.

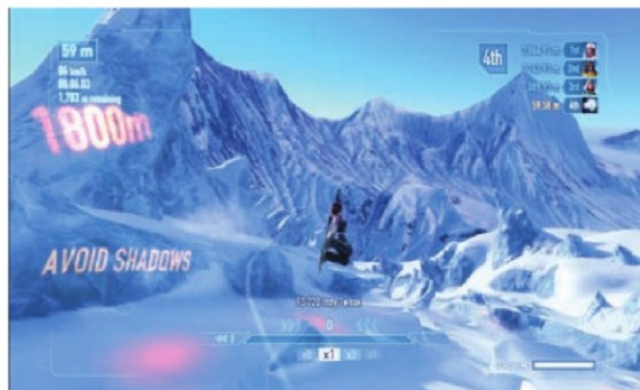
Continuing the autoplay vibe: the game guides you onto nearby rails. Not in the sense that it'll give you a little nudge in the right direction if you're a tiny amount off course, but in that it grabs your rider and drags them onto the grind whether you like it or not. The fact that it does this when you're in the middle of tricks is enough for us to launch the pad higher than the peak of Everest itself. There's also no balancing mechanic while on the rails themselves: you simply glide along with no risk/reward mechanic in sight, which sums up the entire experience. There's no tension involved. Just the strangely numbing experience of being on auto-pilot.

Course design is just as maddening. The aforementioned, rare thrill of massive air aside, plotting out your landing is near-impossible thanks to dreadful line-of-sight issues. This is bad enough on its own – although the game does do most of the work for you, remember – and is made much, much worse by the numerous insta-death pits of doom. In keeping with the dropped 'Deadly Descents' tagline, just surviving the mountain is meant to be an achievement. And it is: getting to the bottom of the mountain, while racing your foes and not falling into these pits – *which instantly end the event!* – is a mixture of both pure luck and overuse of the rewind button.

Yes, the rewind button. Even this doesn't really work. Holding **LT** takes you back in time, but not your competitors. So if, for no doubt the hundredth consecutive time, you've



Look out for the frustrating pits of death which bring events to an end instantly.



Or you  
could try



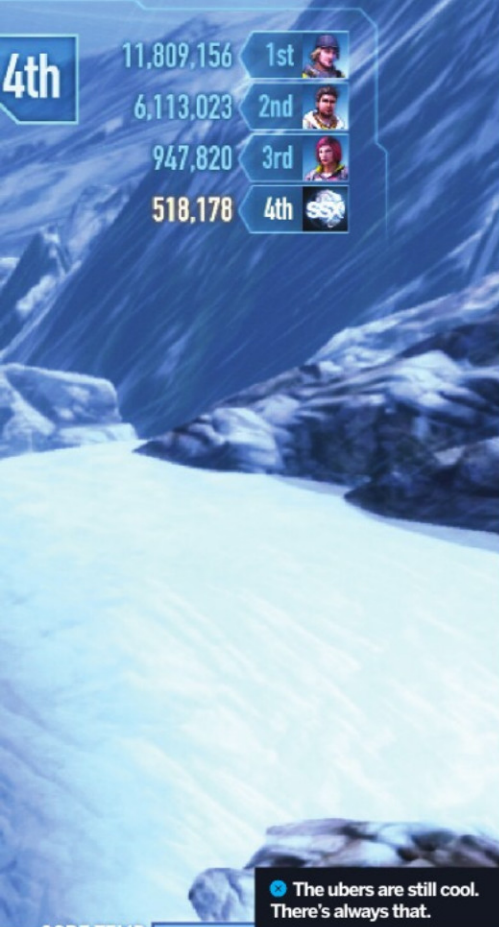
**Joe Danger** Issue 194  
Trick-based brilliance for very little money. Brilliant. **94%**



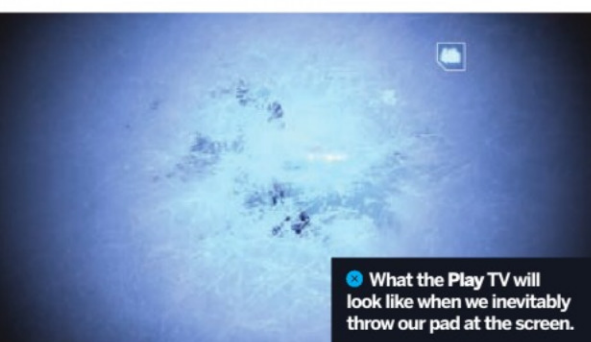
4th

11,809,156 1st  
6,113,023 2nd  
947,820 3rd  
518,178 4th

SSX



• The ubers are still cool. There's always that.



fallen into a pit you couldn't see nor avoid, you rewind to get yourself back in the race you'll often see your opponent streaming past you into an unassailable lead. It's pad-smashingly frustrating and – topped off with the squirrely controls and sometimes-bizarre physics (we once boarded back up a sheer incline because, hey, why not?) – unacceptable.

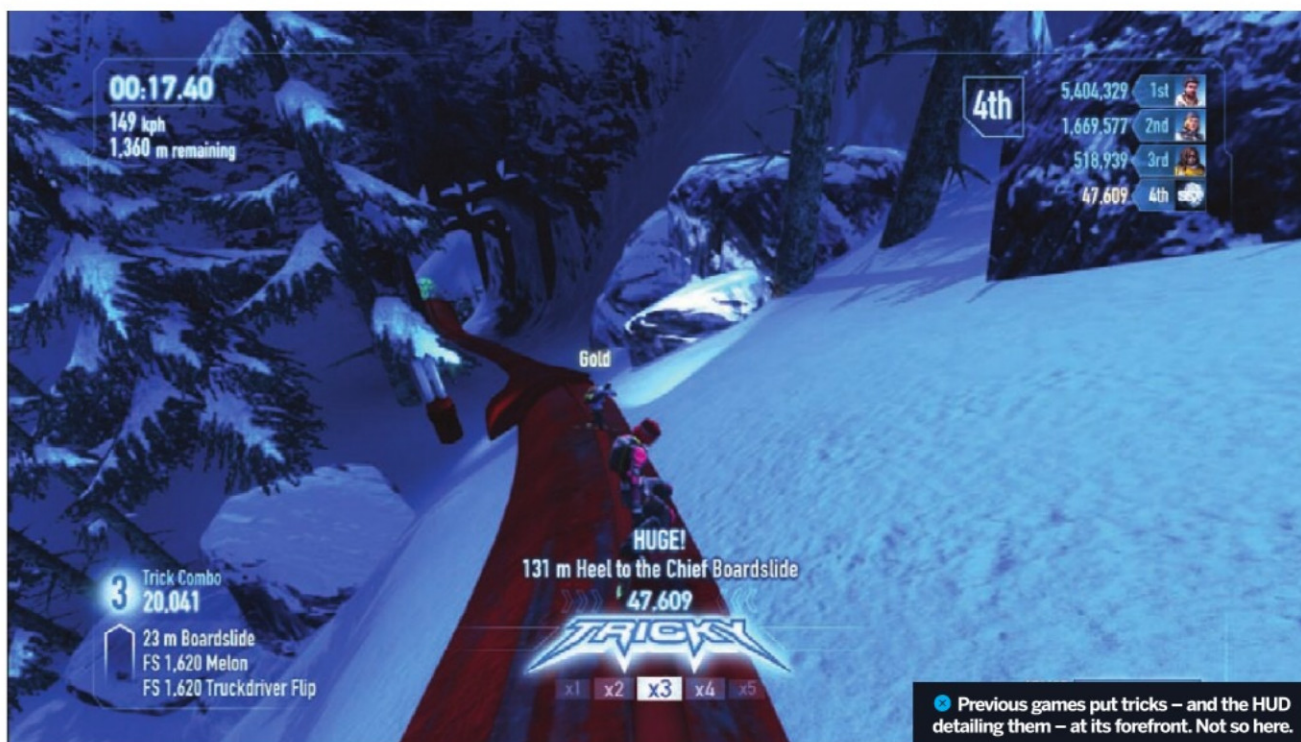
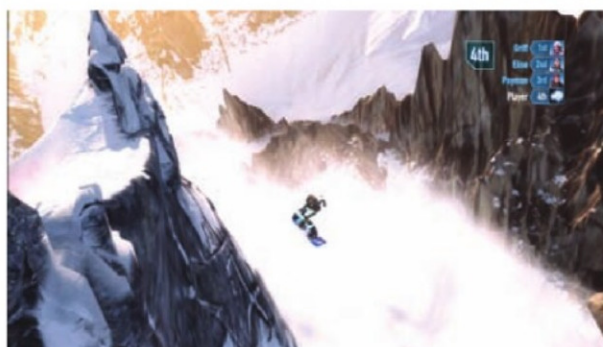
It's hard to shake the feeling that *SSX* never recovered, design-wise, from the fan uproar that occurred when it was first revealed and looked all gritty and *Call Of Duty*. Was the game positioned even further away from the *SSX* template before this happened? Were more 'classic' *SSX* elements then introduced in a panic over the divisive reveal, to try and reach out to those alienated by the new direction? We'll never know, but the end result is that this new *SSX* has no idea what it's trying to be. It's a confused mess that tries to please two distinct audiences rather than striking at one. It reaches neither, and ironically if EA attempted to play it safe it got the exact opposite result.

Steve Burns

## VERDICT

*SSX* can't decide what it wants to be and in turn frustrates and infuriates as poor design decisions smash into each other with alarming regularity. A real letdown, given the series it comes from, but in actuality this is as close to an *SSX* game as it is *Tetris*.

45%



## ENVIRON-MENTAL

The course hazards vary in challenge, if not in quality

**SSX'S BIG GIMMICK** is the deadly descents of the (dropped) title, and at first glance they seem appealing – who wouldn't want to outrun an avalanche? Exactly. Sadly they don't play anywhere near as well. Some tracks sport seemingly endless amounts of instant-death pits and are, as a result, bastard hard (read: unfair). Some of the specific deadly descents events, however, are too easy: nipping through a forest load of trees at top speed sounds thrilling, but it's the inverse when you just amble through. As for the 'whiteout' sections: it looks as if EA has forgotten to put the textures in. Oh dear.







RELEASE DATE: OUT NOW

# The Jak And Daxter Trilogy

PlayStation classics back for another round, in glorious 720p

**PS3** Before the *Uncharted* series blossomed into Naughty Dog's flagship franchise, the Santa Monica-based developer unearthed a completely different sort of success with that of platformer *Jak And Daxter: The Precursor Legacy*. The tale of a boy and his 'ottsel' found a home on the PlayStation 2 and spawned two more official sequels, as well as several spin-offs. The dynamic duo were on to something, and the series' unique mix of light-hearted humour and high-octane thrills offered players a breath of fresh air in a saturated market.

*Jak II* and *Jak 3* marked a distinct shift in tone from the original's tongue-in-cheek attitude, but served up snappy dialogue, tight platforming and memorable characters on a silver platter. For the first time ever, these hits have been collected in the *Jak And Daxter Trilogy*, featuring stereoscopic 3D, 720p HD resolution and over 100 trophies for the taking. This release marks the series' tenth anniversary and opens itself up to a new generation of gamers looking for solid old-school platforming with a modern twist.

Still, as beautiful as this nostalgic treat is, it isn't perfect. You may find yourself



## DETAILS

**Publisher**  
Sony Computer Entertainment  
**Developer**  
Naughty Dog  
**Price**  
£29.99  
**Players**  
1  
**Genre**  
Adventure/  
Platformer  
**Age Rating**  
12  
**Website**  
naughtydog.com  
**Twitter**  
@naughty\_dog  
**Facebook**  
facebook.com/  
naughty\_dog



unimpressed when dealing with slippery vehicles and hair-splittingly difficult patches. Collecting fuel cells can quickly devolve into a repetitive drag, too, especially if you've been spoiled by the platformers of today that eschew collecting for gimmickry. Don't expect miracles via the collection's spotty usage of 3D or a complete remake of the games – remember, it is, in essence, a port. *The Precursor Legacy* shows its age more than its successors, but sports sprawling environments and minimal load times. It's still easily discernible as a native PS2 release despite its aesthetic overhaul. It does pave the way for *Jak II* and *Jak 3* to demonstrate their own brand of evolution,

showcasing how the platformers have withstood the test of time, though, and that's an impressive feat in itself.

But the buddy-buddy rapport between Jak and Daxter, the growth from each game to the next, and *Jak 3*'s shocking climax more than make up for the series' shortcomings. These are some of the past generation of gaming's best. And the price is certainly right. So we say this with confidence: this collection is the definitive way to experience Jak and Daxter's exploits firsthand – whether you're a newcomer or a veteran. Pick it up and relish the classic platforming. They don't make 'em like this any more.

**Brittany Vincent**

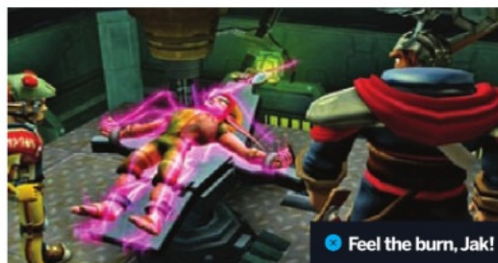
## VERDICT

It's not aged perfectly but *Jak And Daxter HD Collection* is the best platforming hat-trick you'll find on PlayStation 3 by the studio who dragged the genre into modern times.

**82%**



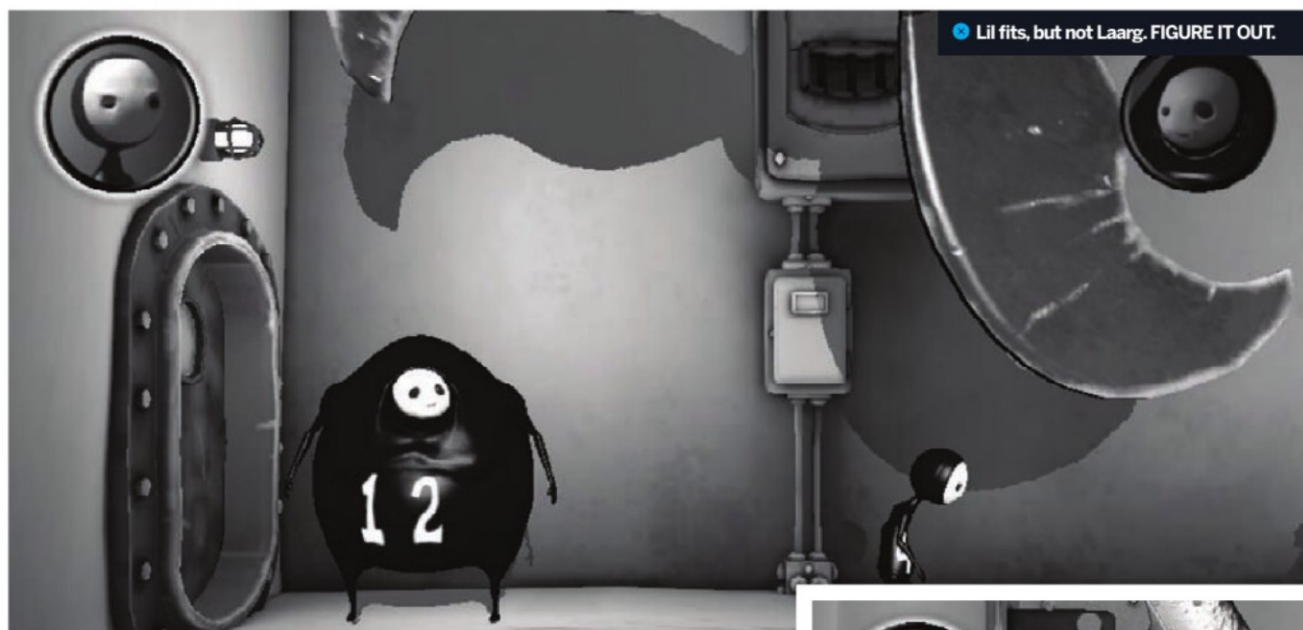
❖ Daxter doesn't take kindly to sass, you hear?



❖ Feel the burn, Jak!







Lil fits, but not Laarg. FIGURE IT OUT.

RELEASE DATE: OUT NOW

# Escape Plan

PS VITA



You'll love it, but only when it comes together

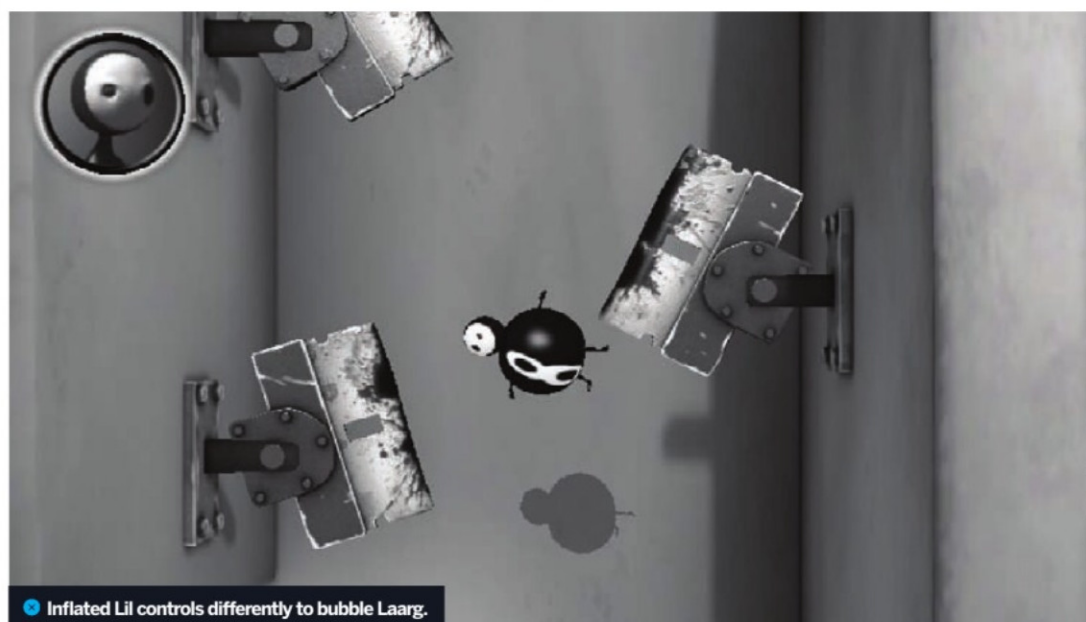


Oh *Escape Plan*. You hurt us, you really do. You're not bad. In fact, you're really good. For just shy of £10 you're well worth it and we recommend you to all Vita owners. But you're not *perfect*. You have flaws. You sometimes let us down. We'll forgive you (did we mention the whole 'just shy of £10' thing?) because you're just worth forgiving. But we can't forget how much you scared us when we realised some things were... off.

Your controls, while simple and easy to use, can be inaccurate. Generally, this does not matter, but when precision is necessary – when you need your little escaping chappie to *not* walk off the end of that platform to certain death – and the controls stop you from succeeding, it is frustrating. When your obstacles kill unfairly, which they do sometimes, it is frustrating. When you are inconsistent with punishments and lack thereof, it is frustrating.

## DETAILS

**Publisher**  
Sony Computer Entertainment  
**Developer**  
Fun Bits Interactive  
**Price**  
£9.99  
**Players**  
1-2  
**Genre**  
Puzzle  
**Age Rating**  
12  
**Website**  
<http://bit.ly/wXUkYy>  
**Twitter**  
@FunBits  
**Facebook**  
[facebook.com/FunBits](https://www.facebook.com/FunBits)  
**PlayStation**



Inflated Lil controls differently to bubble Laarg.



But that's focusing on the negatives, which is entirely the wrong thing to do in such an enjoyable Vita debut from Fun Bits. *Escape Plan* follows a simple path of complexity, in that it's a very straightforward difficulty curve of puzzles. You start out getting from one place to another, then you're timing your walks, then you're double-tapping and hitting a sprint, then you're navigating a floating Lil or Laarg, then you're timing the spin of a fan while counterbalancing the lift you need to use to escape but if you raise it too high you will kill one of your little chaps and... well, you get the point. Layer upon layer of complexity is ladled on, but you always feel ready for it – even if you aren't always good enough, quick enough, dexterous enough to breeze straight through.

The game is controlled almost entirely away from the traditional 'hard' controls, using only the analogue sticks to move the camera. Other than that it's an intuitive mix of the Vita's touch and tilt mechanisms and – aside from the aforementioned inaccuracies that pop up – it



## Escape Plan follows a simple path of complexity

works well. Easy enough for most to pick up as close to immediately as could be hoped, it's certainly a way to remove barriers to entry. Even if the difficulty slaps up a few more barriers of its own.

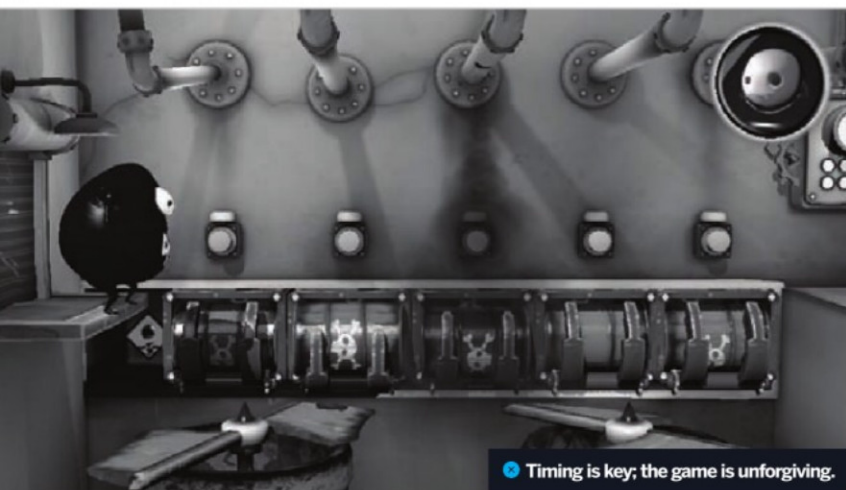
Imperfect but certainly not lacking, for just shy of £10 (did we mention that?) *Escape Plan* is near-essential.

Ian Dransfield

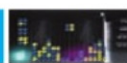
## VERDICT

Some genuine irritations and a few flaws hold it back, but the parts of *Escape Plan* that work properly (ie 'most of it') are brilliant. It's good fun, testing both your problem solving and manual dexterity, and it makes good use of PS Vita's controls.

81%



Timing is key; the game is unforgiving.





RELEASE DATE: OUT NOW

# Syndicate

Starbreeze ventures back to the future

**PS3** There are pretty much two schools of thought on how remakes and reboots should be handled. Those still clinging to the past often call for the bare minimum to be done, a graphical overhaul all a good game needs to survive in the 21st Century. Others, however, would rather see far more radical change, and it's those on this side of the argument that EA is reaching out to with *Syndicate*, a lowest common denominator linear shooter where once stood a freeform strategy classic.

Don't take that the wrong way, *Syndicate* – we didn't mean to hurt your feelings. No, while Starbreeze's take on the retro gem might not bear even the slightest resemblance to its forerunner, it doesn't claim to either. Rather than attempt to tap into a limited pocket of older gamers, EA has afforded the Swedish studio the freedom to do what it does best in

the most popular genre in today's lucrative market. Makes sense, really.

Aside from the name, the only thing this shooter borrows from the past is the original's premise – a near-future cyberpunk setting in which corporations run the globe while the majority of computers have been rendered irrelevant by cybernetic implants. It's still a strong and relatively unexplored concept, supporting both *Syndicate*'s narrative and its mechanics brilliantly, plus it leads to some neatly original gameplay devices.

Your own chip can be overclocked for a slow-motion feature and damage buff that highlights enemies, while implants in other agents can be tampered with remotely, overloading them to detonate the target's brain or reprogramming them to gain a temporary unconsenting ally. Sure, they're dirty tricks but the bits of brain all up the walls show that they clearly get the job done.

This is not a future of moral grey areas or pertinent decisions, though. You're an augmented, one-track-minded yes man with a job to do, so collateral damage doesn't even matter. There's no penalty for slaughtering innocents here, nor is there a benefit to protecting them and while this jars a little with the narrative, it sure is refreshing amid a sea



Upgrades are generally earned from felling key enemies and removing their chips.



The Gauss rifle works like *Resistance*'s Bullseye, locking onto targets in order to hit them no matter what kind of cover they might scurry behind.

You're an augmented, one-track-minded yes man with a job to do, so collateral damage doesn't even matter



## DETAILS

**Publisher**  
Electronic Arts  
**Developer**  
Starbreeze  
**Price**  
£49.99  
**Players**  
1-4  
**Genre**  
FPS  
**Age Rating**  
18  
**Website**  
ea.com/syndicate  
**Twitter**  
@Syndicate  
**Facebook**  
facebook.com/EA

of games where freedom, consequences and moral profiling are used to mixed (read: usually poor) effect.

No, this is as straightforward a shooter as you're likely to play. There's little in the way of 'follow the man' bullshit, no mini-games or real skill trees, a host of awesome weapons to wring dry and more than enough ammo to make sure you rarely manage it. Powers integrate well into the gunplay, if their selection and quickfire use could perhaps have been handled better, while said bullet-flinging is satisfying when it manages to avoid the usual shooter pitfalls – stronger enemies and bosses can take a preposterous amount of shots to the face, to offer but one example. But with a sturdy campaign backed up by online co-op missions, would-be agents won't be left wanting when it comes to things to make dead. Immersive and polished, *Syndicate* might not be nearly as clever as the technology it depicts, but it's solid enough that it doesn't need to be.

**Luke Albiges**

## VERDICT

A no-nonsense shooter (well, a minimal-nonsense shooter, more accurately) with a strong premise and some neat tricks up its sleeve, *Syndicate* is no classic but it's still easily one of the year's stronger shooters so far.

**78%**



This guy just had his head blown up by a 'malfunctioning' chip. We didn't do it. Okay, we did. But in our defence, it was really fun.





Just makes you want to play a proper *Yakuza* game, really.



RELEASE DATE: OUT NOW



Hey look, it's Akiyama. He has the nicest hair in videogames.

# Yakuza: Dead Souls

When good games go bad

## DETAILS

**Publisher**  
Sega  
**Developer**  
In-house  
**Price**  
£49.99  
**Players**  
1  
**Genre**  
Open world  
**Age Rating**  
18  
**Website**  
sega.com/games/  
yakuza-dead-souls  
**Twitter**  
@SEGA  
**Facebook**  
facebook.com/  
pages/Yakuza-  
Dead-Souls/

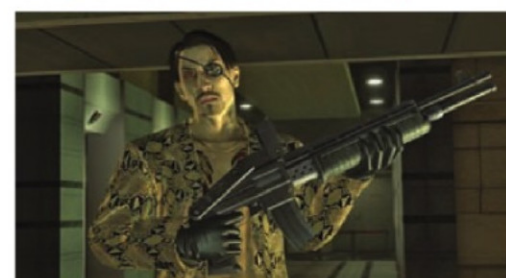


People often talk about how cool it would be if a *GTA* game featured a zombie outbreak, and the gameplay changed into a claustrophobic survival effort rather than a parade of police-bothering naughtiness. Would it, though? Would it be cool? Or would it turn out like *Yakuza: Dead Souls*, a bizarre fifth instalment in the otherwise reasonably sensible open-world crime series.

Yes, a zombie holocaust has taken over Kamachuro, the familiar sin-fuelled section of Tokyo that's played host to the rest of the series. That's about all you need to know about the story, but *Yakuza: Dead Souls* still feels the need to sit you through about 20 minutes of cut-scenes before you actually get to do anything with your hands (and that's after a mandatory install which takes somewhere between four and seven years).

Things kick off with *Yakuza 4*'s sexy loan shark Akiyama and his quest to get the hell out of the quarantined zone, and then back into it, then out of it, then back into it again. Instead of *Yakuza*'s familiar combo-and-parry brawling system, *Dead Souls* places a pistol in each hand and hurls an army of undead at your coiffured hairdo. Unlike every shooting game ever, though, there's no move-and-target twin-stick blasting. Instead, you auto aim at nearby baddies while trying to wrestle the camera in the right direction. You can manually adjust your sights, too, but you can't move while you're doing it.

Make no mistake, this is no *Resi 4*-style critical design, this is just horrendously clumsy. Weirdly, though, the wonky controls are actually oddly enjoyable, probably because it's refreshing to play a shooter that doesn't feel exactly the same as everything



else. Enjoyable at first, that should say. Wait until you're drowning in zombies, screaming undead witches, giant tank monsters and little dead sk8r bois and then see how 'quirky' those controls actually are.

Beyond the action, which is split into four character-driven sections (each one being more interesting than the last, but not enough to make the relentless blasting any more exciting), there's a smattering of typical open-world *Yakuza* fiddling to do, but beyond the pitiful amount of XP it awards, it's all largely pointless.

Such a strange way to wind down a series known for its bravery and commitment to story and character, then. As a zombie shooter, it's nowhere near the standards set by others, and as a *Yakuza* game... well, it barely is one.

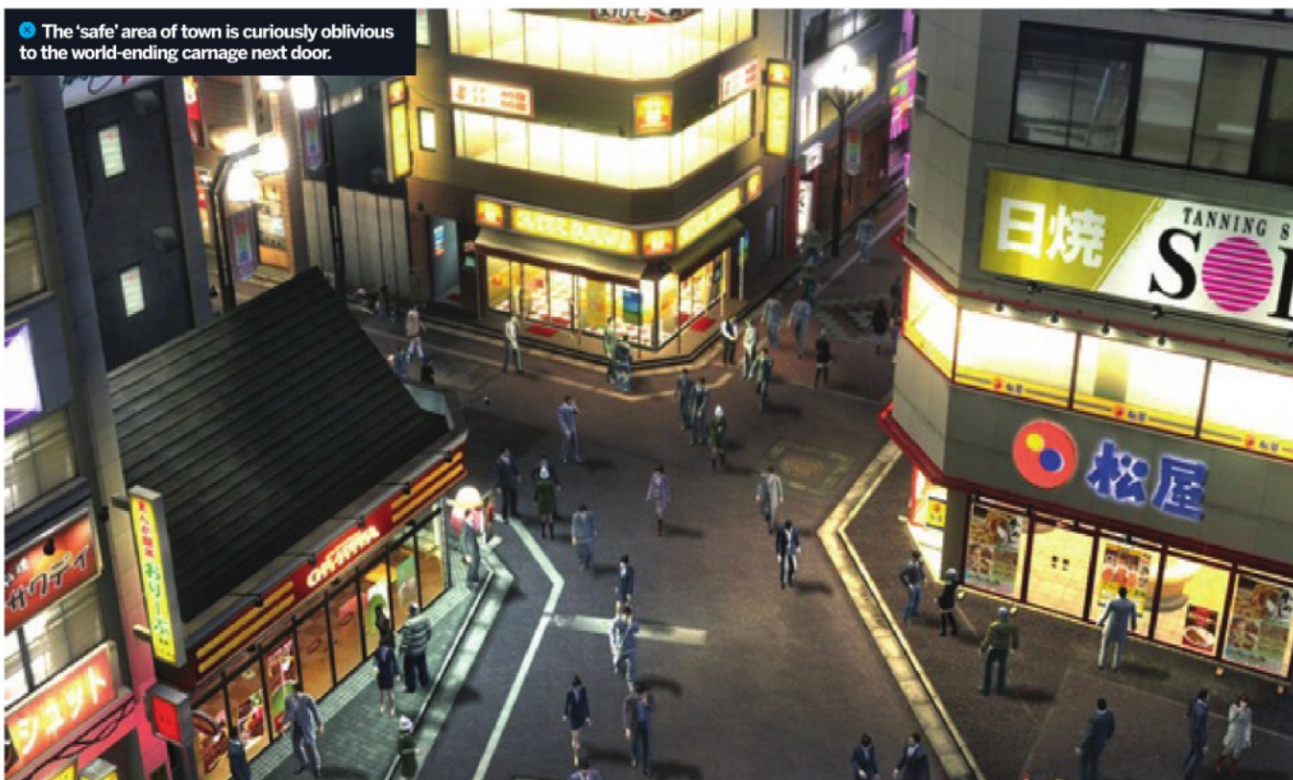
Jon Denton

## VERDICT

There are far better zombie games out there, and far better open-world games, too. Many of which actually bare the *Yakuza* name. A curious, cumbersome and frustrating way to end one of gaming's more interesting series.

60%

The 'safe' area of town is curiously oblivious to the world-ending carnage next door.





RELEASE DATE: OUT NOW

# Asura's Wrath

What is a game? Asura don't hurt me, don't hurt me, no more

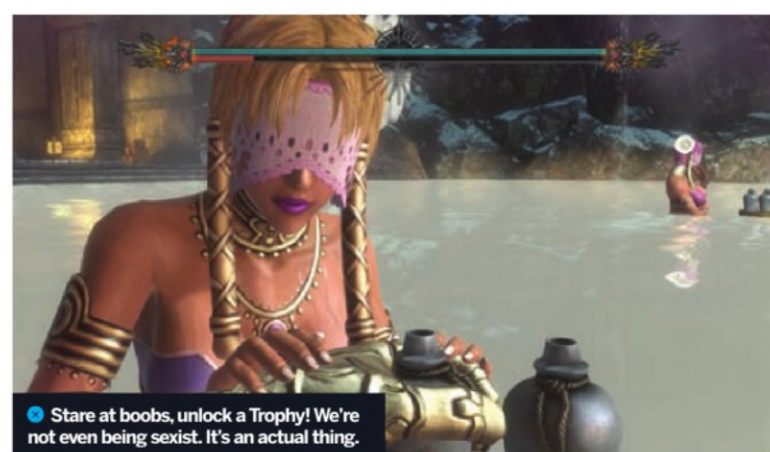


If you're not pummeling buttons, you're doing *Asura's Wrath* wrong. Reviews have been throwing around 'button basher!' as a derogatory label for years when the most skill demanded was finding the power button on your PlayStation 3 or making sure you don't choke on your pause break Pot Noodle and now, suddenly, here's a game that not only revels in button bashing but actually *demand*s it. You'll fight everything from planet-sized buddhas to gigantic turtles but it doesn't matter what stands before you. Everything will fall to repeated stabs of the button. There's no skill to be learnt and no attack patterns to be studied. If you know where to find the button on your pad (all of you) and your thumb isn't made of sausages (all of you again, we hope), then this is the easiest game you will ever play.

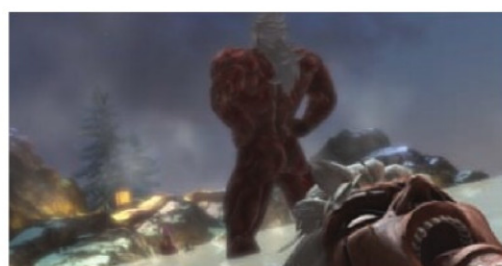


It's actually a lot harder to follow the story than it is to play the game. *Asura's Wrath* is to do with Asura's daughter, who is needed by the Seven Deities to defeat the Gohma and... well, it doesn't matter. What's important is that the story is a convenient vehicle for eccentric design, taking in volcanoes, spaceships and pervy hot springs (unlock View of the Valley Trophy by staring at boobs!) as Asura smashes his way through the six-odd hours of gameplay. It's mostly boss fights, which are mostly QTEs, which are mostly impossible to fail. You might be fighting a giant elephant whose veins pulse with red, evil anger but it will still politely wait for you to push down on the left analogue stick before taking its turn to attack.

If *Bayonetta*, *God Of War* and the like were about leaning forward in fierce concentration as you try to slice and weave your way through



Asura's Wrath is about leaning back and letting the art style, imagination and ridiculous scale wow you



It's like *Space Harrier* on drugs! Like cough medicine. Or maybe paracetamol.



## DETAILS

**Publisher**  
Capcom  
**Developer**  
CyberConnect2  
**Price**  
£49.99  
**Players**  
1  
**Genre**  
Action  
**Age Rating**  
16  
**Website**  
capcom-unity.com  
**Twitter**  
@AsurasWrath  
**Facebook**  
facebook.com/asuraswrath

a small army while racking up stylish combos, *Asura's Wrath* is about leaning back and letting the art style, imagination and ridiculous scale wow you. That's both what's great and what's wrong with it. If we were going to be arty-farty and delve into 'what is a game?' chin-stroking debates, then *Asura's Wrath* would be Exhibit A for games that just... happen in front of you, regardless of player input.

It's not a game you'll ever improve at. If you fail, then mash harder. As entertainment, *Asura's Wrath* is an anime-infused explosion of moon-fighting, planet-stabbing, spaceship-crushing, monkey-chasing fun. Do you want a game or do you want entertainment? If it's the latter, then at the very least, *Asura's Wrath* will slap a grin on your face.

**Ryan King**

## VERDICT

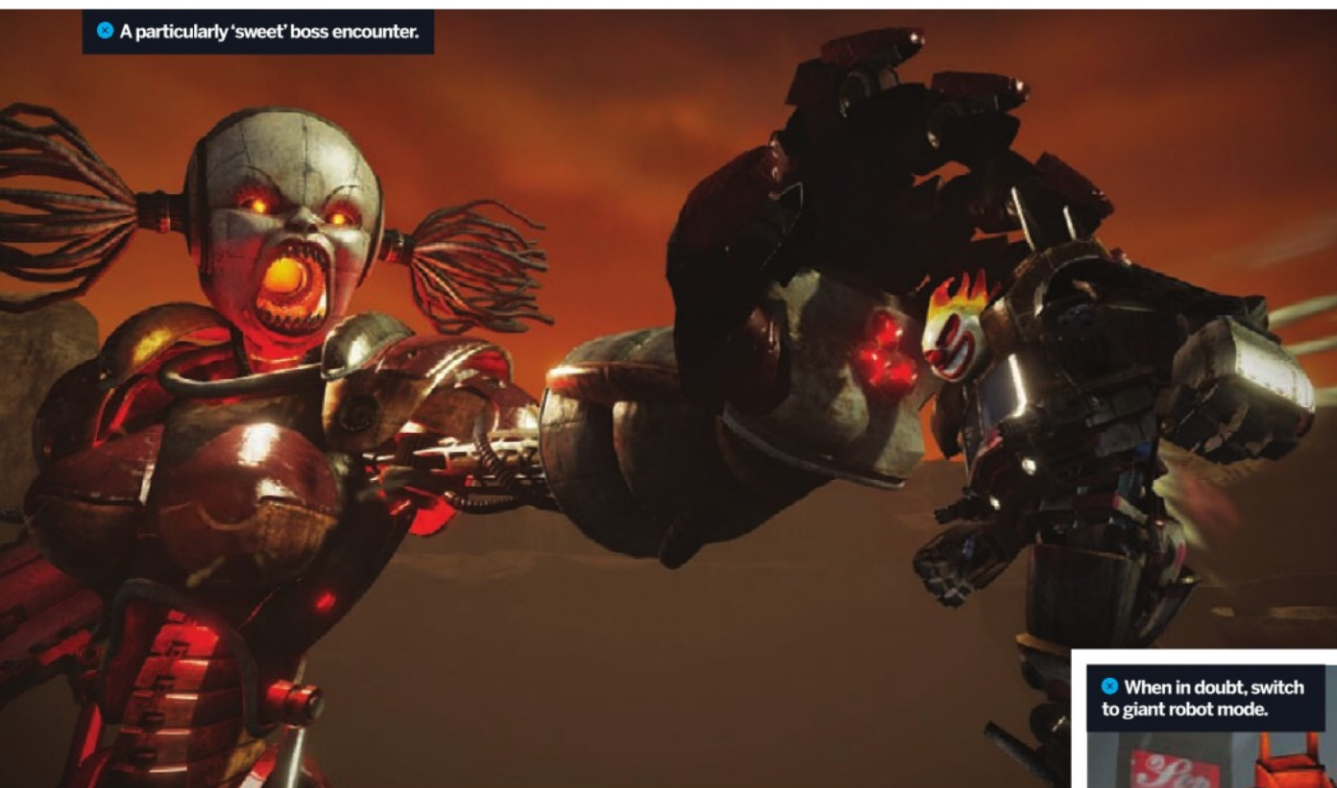
It's impossible to praise as a game, impossible to damn as entertainment. *Asura's Wrath* treads that fine line between something you watch and something you play and just about gets away with it. Regardless, while fun it's far too short either way.

67%





• A particularly 'sweet' boss encounter.



Twisted Metal



• When in doubt, switch to giant robot mode.



RELEASE DATE: OUT NOW

# Twisted Metal

Crush, kill and destroy – but only after you've learned how



## DETAILS

**Publisher**  
Sony Computer Entertainment  
**Developer**  
Eat Sleep Play  
**Price**  
£34.99  
**Players**  
1-16  
**Genre**  
Action  
**Age Rating**  
18  
**Website**  
twistedmetal.com  
**Twitter**  
@PlayStation  
**Facebook**  
facebook.com/Sony



How do you survive the brutal carnageddon that is *Twisted Metal*? Destroy every opponent by any means necessary. Careen through deathtrap-infested stadiums, quiet suburbs, and other locales mowing down anyone who dares stand in your way. It's complete, unadulterated carnage, and you'd assume it'd be a rowdy good time. And it is, up to a point – the 2012 revival of the cult favourite vehicular combat franchise feels much more like a rock star fresh out of rehab: the drive is still there, but the edge has been severely diminished.

Things start out promising. Campy single-player cut-scenes greet players diving right into story mode. Live-action footage married with B-movie slasher flick attitude illustrate each character's reasons for participating in the Twisted Metal tournament. These tidbits set the stage for each story and work to pump players up for the impending metal mayhem. Unfortunately, that's where things begin to race downhill.

Single-player mode, punctuated by deathmatches and checkpoint races, comes across as little more than pedestrian bumper

cars with machine guns rather than a battle royale.

Lacklustre environments, slippery physics and a dull selection of weapons turn a fight to the death into what can easily feel like a slog; vehicles blowing through environments like localised nuclear blasts.

It's complete, unadulterated carnage, and you'd assume it'd be a rowdy good time. And it is, up to a point

That's after you've acclimated yourself to an incorrigible control scheme and steep learning curve. You're forced to learn on your own: superboosting, switching between vehicle forms, unlocking offensive options beyond peppering opponents. Even then, this isn't the raucous *Twisted Metal* of your youth – it feels more methodical and less chaotic. It's still fun to hurl homing missiles at your opponents and secure a swift victory, but the old spark just isn't there.

An extremely short single-player mode gives way to *Twisted Metal's* robust lineup of multiplayer options, which, regrettably, finds the online community buzzing about deathmatches. Team-based modes showcase

the strengths and possible strategic options each particular vehicle provides, but they're ignored in favour of the deathmatch carnage of people driving into each

other while mashing the 'fire rocket' buttons.

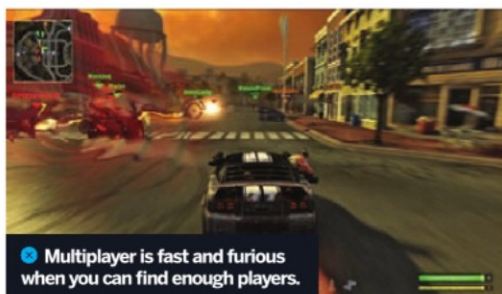
*Twisted Metal's* return can be explosive fun, but its entry fee is a tutorial-less learning exercise, high points few and far between and stunted replayability. It's unquestionably cool to explore the origins of each racer, examine their motives and stop a few engines during combat, but this isn't exactly the same turbo-boosted tune-up we had in mind.

**Brittany Vincent**

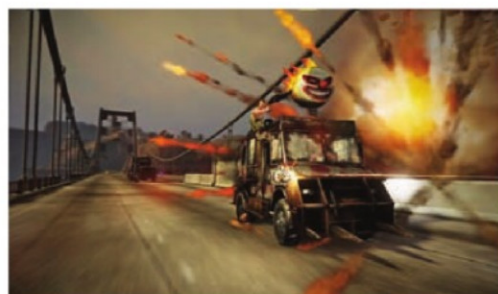
## VERDICT

There's a fun multiplayer game in there but it's buried underneath a disappointing single-player campaign, awkward controls and a steep learning curve. The *Twisted Metal* name can only carry it so far and, unfortunately, it feels like a relic compared to fresher takes on multiplayer mayhem.

68%



• Multiplayer is fast and furious when you can find enough players.



Previously...  
in Play



**PREVIEWED** Issue 207  
"When you play a game and it feels decidedly old, like everything else has moved on... well, that gets us worried."



RELEASE DATE: OUT NOW

# FIFA Football

EA gets both the job done and the name finally right



## DETAILS

**Publisher** EA  
**Developer** EA Canada  
**Price** £39.99  
**Players** 1-2  
**Genre** Sport  
**Age Rating** 3  
**Website** [www.ea.com/uk/football](http://www.ea.com/uk/football)  
**Twitter** @easports  
**Facebook** [facebook.com/easports](https://www.facebook.com/easports)



After ten minutes' play on *FIFA Football* the intro to this review writes itself. 'It's *FIFA*! On Vita!', 'It's just the same as its bigger brother!', 'The best handheld football game ever!' and so on and so forth.

Extended play reveals that, thankfully, *FIFA Football* isn't quite the same as the game recently released on PS3, and is much better for it. This is the *FIFA* engine shorn of all that defensive guff that was found in the home console game, it's *FIFA* where passing is crisper and not as bogged down in the middle of the pitch. On the field, in fact, it's much more accessible and fun to play than *FIFA 12*.

Why? It's faster, more immediate and less slavishly committed to over-animating everything. Maybe this is down to the constraints of the handheld, but it works out perfectly: this is the most direct *FIFA* in years, generally free from those moments where your players look like they're dancing on an earthquake. There are instances where this sort of thing does occur – as well as the dreaded scripting – but on the whole this is as slick a representation of *FIFA* as you could want.

Off the field players can look forward to building their virtual pro (with Be A Pro mode present and correct) and guiding their teams through manager mode. As ever, the campaign suffers from poor loading times, out of date transfers and other associated, authenticity-



It's not as sharp as its console cousin, but what do you want? Blood?



Here's Everton scoring a goal, which means Ian took this screen.

On the field, in fact, it's much more accessible and fun than *FIFA 12*

related problems – Man City selling Balotelli, Man Utd pictured wearing a three-year-old kit and so on. But this is still an addictive time-waster for those long bus journeys/train journeys/listening-to-the-wife-moan-while-she-drives-the-car journeys.

The Vita-specific additions are hit and miss. While the rear touchpad does a fine job of replicating a 'goal' (touch where you want to shoot) we turned it off in minutes. Because the back of the Vita is where your fingers go.

The touch screen itself fares a little better: passes can be made into space or directly to a man by tapping the appropriate section of the screen, and it all generally works as it should.

The problem is that to make these movements requires some real finger gymnastics, and the touch screen interface makes pulling off

the shot fake difficult as you'll invariably touch it when attempting to press **○** and **×** together.

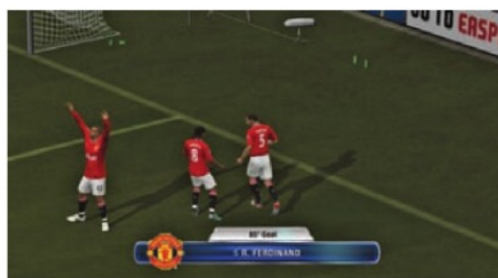
Niggles aside, this is one of Vita's best games, a great game of football and a horrendous time-waster. Good enough for us.

**Steve Burns**

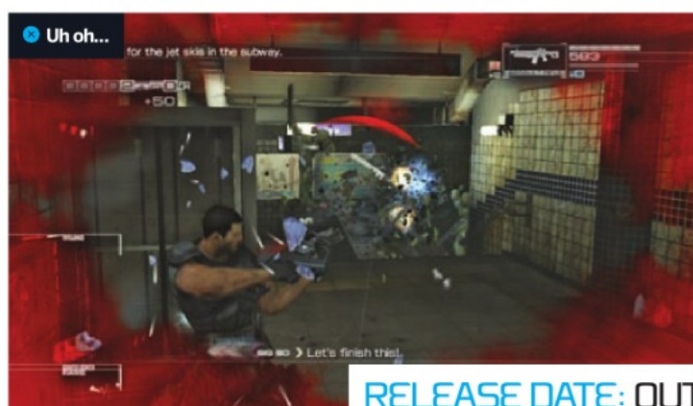
## VERDICT

The Vita game to sell the system to the man on the street? Maybe not, but anyone that takes even a cursory look at *FIFA Football* will acknowledge that it's beautiful, and anyone taking any time with it will soon love it.

**80%**







RELEASE DATE: OUT NOW



# Binary Domain

01001000011001010101100011011001101111

**PS3** A third-person squad shooter isn't exactly what we were expecting when the studio behind the *Yakuza* series announced it would be making a new IP in 2009, but does it live up to the team's heritage?

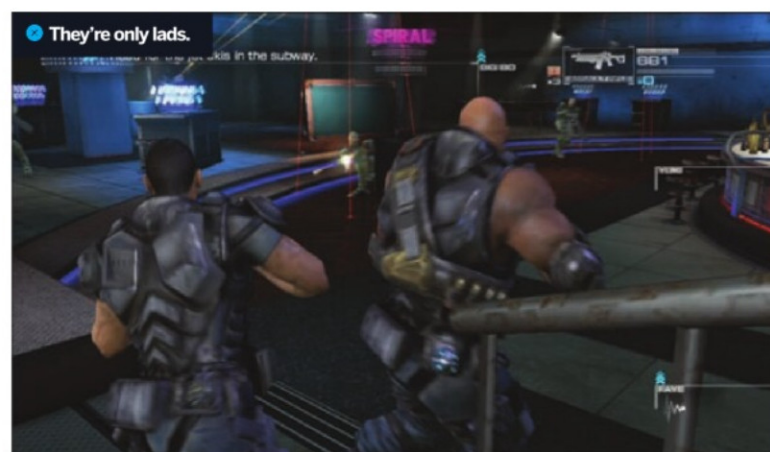
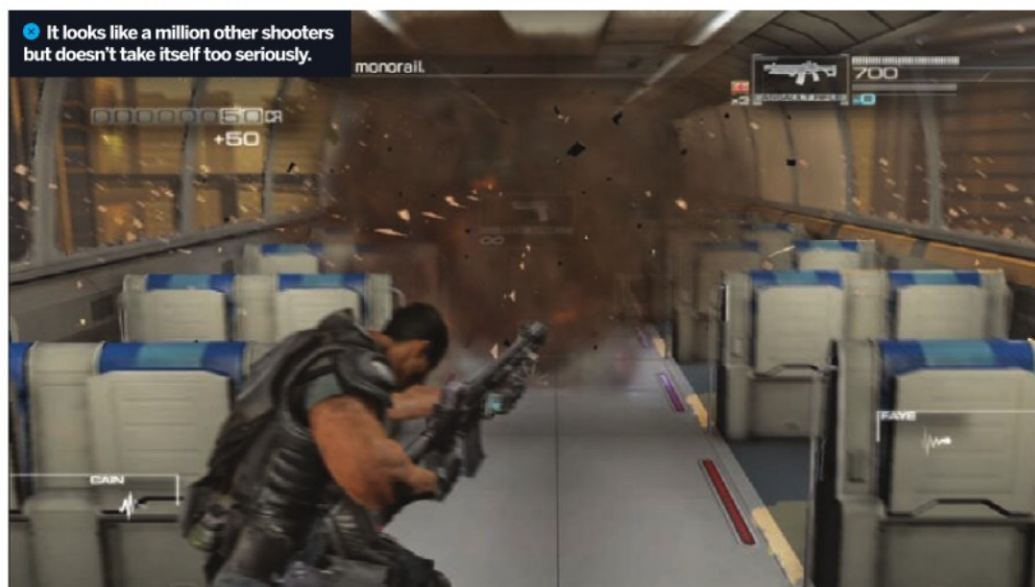
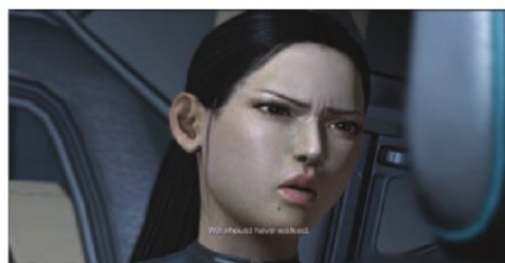
The year is 2080, the setting is Tokyo and the world is, for the most part, run by robots – y'know, because it's the future. Only here's the catch, some of these robots have become so clever that they've started to think they're actually human – robots that think they're people, who'd have thought it?

Everything is fairly formulaic here; chest-high walls are aplenty, you're equipped with a pistol, an assault rifle and an optional more powerful

Sexy ladies! English bloke who drinks! Binary Domain is a lad's holiday in futuristic suits

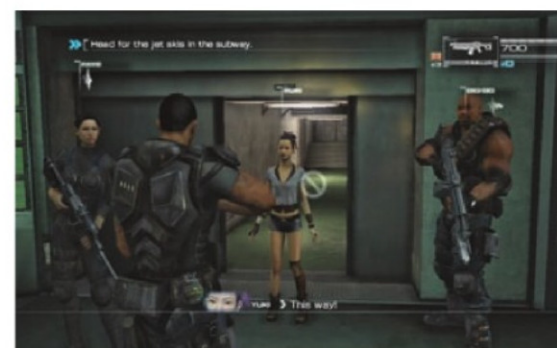
secondary weapon. For the first chapter you're joined by Big Bo and you're later introduced to more characters, leaving you with the choice of selecting which two join you. The new faces tick every stereotype box available. The close-range specialist! The sexy woman the guys perv at! The English bloke who loves a drink! *Binary Domain* is a lad's holiday in futuristic suits. At least the writing is funny, tempered with enough self-awareness that it knows how ridiculous everything is.

Your squad is managed in an almost *Mass Effect*-esque manner, allowing you to issue commands such as 'push forward', 'hold fire', 'cover me' and 'regroup'. However, something more unique to *Binary Domain* is the ability to issue said commands with your voice through a PlayStation headset, not unlike *Tom Clancy's End War*. Surprisingly enough, this actually works pretty well, although we're not quite sure what it adds.



## DETAILS

**Publisher** Sega  
**Developer** Ryu ga Gotoku Studio  
**Price** £39.99  
**Players** 1-10  
**Genre** Third-person shooter  
**Age Rating** 15  
**Website** [www.sega.co.uk/binarydomain](http://www.sega.co.uk/binarydomain)  
**Twitter** @sega  
**Facebook** [facebook.com/sega](https://facebook.com/sega)



Additionally all of the members of your squad have trust levels, these fluctuate based upon your actions. For example, shooting a team member will lower your trust level with them, while agreeing with their sentiments will raise their trust. Much like real life, we imagine. These trust levels then go on to impact the story and each character's outcome later in the game.

*Binary Domain* blends in inconspicuously with the other games in its genre, much like the AI does among the human race. Unfortunately, that also means it's a somewhat forgettable experience, spanning over the best part of eight or nine hours without leaving much impact. It's not so much a bad game, perhaps just a little more uninspired than we'd expected from the minds of the *Yakuza* series.

**Mike Bell**

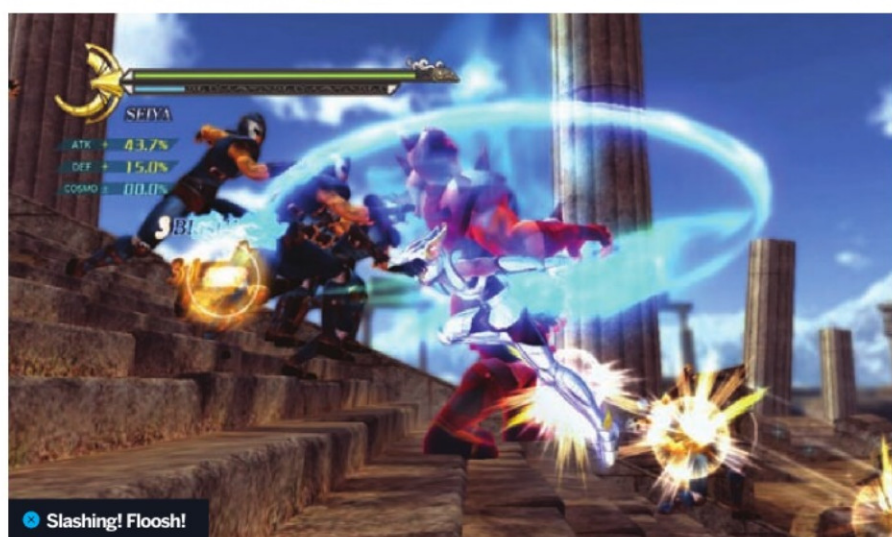
## VERDICT

A fun but short-lived futuristic romp that, despite not stepping too far outside of the third-person shooter box, likes to poke its head out and have a look around from time to time.

70%







RELEASE DATE: 16 MARCH

# Saint Seiya: Sanctuary Battle

Hey hey go go, kick ass-oo



Publisher Namco Bandai Developer Dimps Corporation  
Price £45.95 Players 1-2 Genre Beat-'em-up Age Rating 12  
Website <http://bit.ly/jl2wli> Twitter @NamcoBandaiUK  
Facebook facebook.com/NamcoBandai

If we hadn't briefly looked into the history of *Saint Seiya* and

seen it's been going since the Eighties we would have assumed it to be some kind of hilarious parody of Japanese comics and animation. Because... look at it. Turns out it's real, though, and this game is based on part of it and we won't even pretend to understand it – after all, if we got any of it wrong we'd receive furious letters from the series' three fans. And nobody wants that.

*Sanctuary Battle* is a series of dull *Dynasty Warriors*-style fights punctuated by irritating boss battles. There's some reasonably flowing combat throughout with a mixture of special and super-special moves, and... well that's about it. There's some very base level catharsis that naturally goes hand-in-hand with devastating hundreds of no-name enemies, elbow-dropping 20 of them at once. There's relaxation that comes with not really having to engage your brain in

the slightest for the most part. There's even some relief that the game generally runs along at a decent pace and actually responds to your button presses, at least outside of boss fights.

But, and remember we're a videogame magazine saying this, the game is a waste of time. It's nothing. Empty. And when it's not, it's just frustrating and irritating in equal measure. Not to fall back on an obvious line, but it's one for die-hard fans only (*not* fans of *Die Hard*).

Ian Dransfield

## VERDICT

We're not going to complain about this coming out in Europe – it's great to see any and all games translated. We are going to complain about the fact that it's a bit pump, though, and not really worth bothering with.

52%



# Touch My Katamari



Altogether now! Doo dooooo do do do dooooo do do do dooooo



Publisher Namco Bandai Developer In-house Price £29.99  
Players 1 Genre Roll-'em-up Age Rating 3 Website <http://namcobandaigames.com/console/touch-my-katamari> Twitter @NamcoBandaiUK Facebook facebook.com/NamcoBandai

We're singing *Katamari* music in the standfirst because 1) we're professional videogames reviewers and 2) *Touch My Katamari* is everything we love about games. Original idea. Eccentric design. Emphasis on fun. Slightly rude title.

If you've avoided the *Katamari* cult, you roll a ball into things. Small things makes the ball grow, which lets you collect bigger things, and so on. You're a glorified binman with sugary Japanese pop rattling around your green cyclinder head. That's it.

And yet, it's strangely addictive. You never quite have control over the ball thanks to the distorted, weirdly shaped asteroid of rubbish you're trying to roll around so you always want to improve and you also want to see what weird and wonderful designs *Katamari* throws up next. It's a boxy world filled with pastel colours and surreal design.

It's not perfect. Vita features are polite extras rather than compulsive additions and we wish you could skip the text



when the King of Cosmos is rambling on about how to play *Katamari*. But then we suppose he *has* to be there, telling you why you're playing as a little man trying to roll a massive ball into a dog. Even so, *Touch My Katamari* is pure fun that will make any Vita collection sparkle.

Ryan King

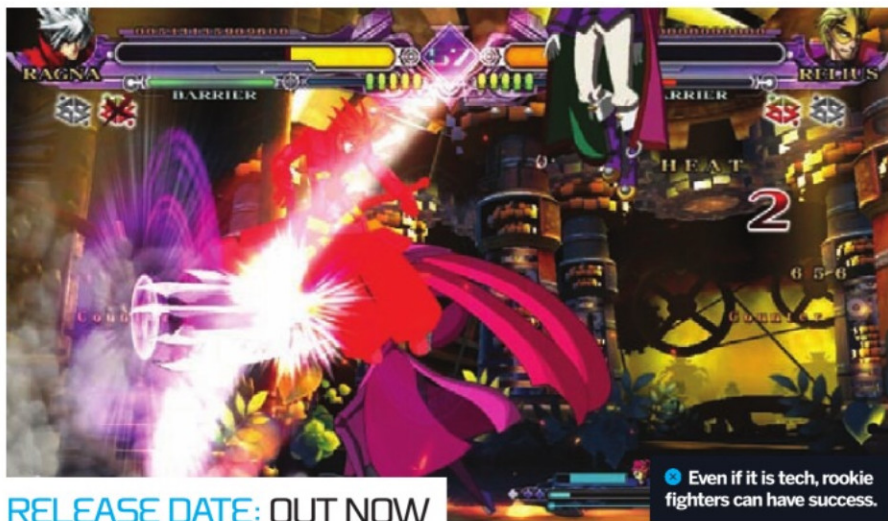
## VERDICT

The weird and wonderful series that tends to get buried behind triple-A titles, it's impossible not to love *Touch My Katamari* on some level, so give it a chance. Go on. Do it.

83%







RELEASE DATE: OUT NOW

Even if it is tech, rookie fighters can have success.

# BlazBlue: Continuum Shift Extend

Tiny fighters in your hands: the future



Publisher PQube Developer Arc System Works Price £39.99  
Players 1-2 Genre Beat-'em-up Age Rating 12 Website [www.blazbluegame.com](http://www.blazbluegame.com) Twitter @BlazBlue\_Europe Facebook [facebook.com/pages/BlazBlue/126073299976](https://facebook.com/pages/BlazBlue/126073299976)

There's a bit of a mentality with developers

shoehorning in as much unnecessary crap as possible to be controlled using touch and tilt on the Vita. Then there's a different mentality that's popped up with *BlazBlue*, which seems to be 'don't bother with much touch and tilt bullshit, instead just focus on putting in ALL THE CONTENT'. This is a game packed with... stuff.

Loads of options on the main menu, dozens of characters, move lists going on for longer than a Hemingway short story, countless ridiculous cut-scenes (and a few more on top of that) – *BlazBlue: Continuum Shift Extend* on Vita is impressively robust. We would be tempted to complain that it's 'just' the same thing as before, but there's clearly been a lot of effort put in to make this a complete experience, and it benefits greatly as a result.

The actual game is just as good as it's always been, though the translation to the smaller D-pad/analogue stick and buttons of Vita does make it a bit more fiddly. The addition of hit box-emulating controls on the rear touchpad is nice, but it's never going to be much more than a gimmick to all but the most committed.

*BlazBlue* on Vita is impressive, though it's not really been created to take advantage of the hardware. That doesn't hold it back, though. Recommended for fans of technical brawlers.

Ian Dransfield

## VERDICT

It's the total package of *BlazBlue* so far, and it works pretty damn well on Vita too. There's no great leaps for the series and it doesn't take huge advantage of the hardware's unique features, but it's still very bloody good.

85%



Tis a purdy game, no doubt.



It does look really nice on the lil' screen.



It controls well enough on D-pad or analogue stick.

RELEASE DATE: OUT NOW

# Ultimate Marvel Vs Capcom 3

You can take it for a ride now



Publisher Capcom Developer In-house Price £39.99  
Players 1-2 Genre Fighting Age Rating 12 Website <http://bit.ly/pWRQpo> Twitter @CapcomEuro Facebook [facebook.com/capcommunity](https://facebook.com/capcommunity)

Being confronted by about seven messages in quick succession regarding DLC when turning on *Ultimate Marvel Vs Capcom 3* for the first time didn't fill our hearts with glee. Nor did testing out 'touch' mode, which amounts to jabbing at the touch screen in a single place until you've won. And the fact we won four fights in a row, perfectly, by spamming a single move didn't exactly set our hearts a-flutterin'.

But that's about it for the negatives here – this is just like its bigger brother: it looks just as good and runs as smoothly as before, controls are functional and fluid (though naturally not a patch on a joystick) and the selection of modes – single-player, Heroes and Heralds, ad-hoc and internet multiplayer and a few other bits and bobs – offers a full experience on the handheld.

To compare it to the other brawler we've reviewed here, *BlazBlue*, *UMVC 3* is the much more casual choice of the

two. While the hardcore fan will definitely have something to keep their attention, the simplified control scheme (as with the original release) and addition of idiot-friendly touch mode shows the market Capcom is aiming for.

Rather than really hurting anything, it actually gives players an interesting choice between two accomplished, though very different, fighting games. This is the choice for those wanting a relaxing, satisfying time, while *BlazBlue* should be the choice for those looking to learn and hone their craft.

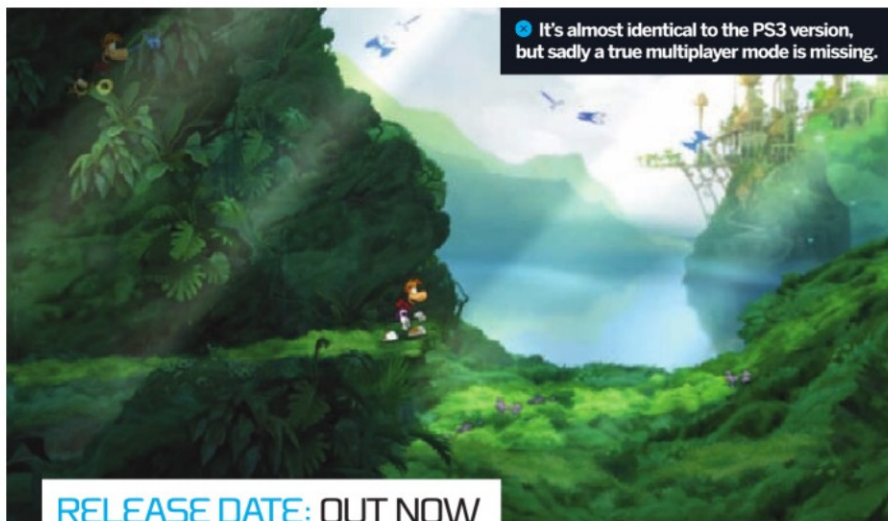
Ian Dransfield

## VERDICT

You can land a 38-hit air-ultra by tapping the screen repeatedly, but then you don't have to. *UMVC 3* is an accomplished fighter on handheld and offers plenty of content to keep you playing a while – though it's not as deep as the competition.

80%





RELEASE DATE: OUT NOW

# Rayman Origins



Armless fun! He's armless, see?  
And other arm puns

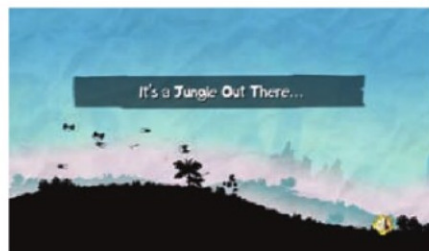


Publisher Ubisoft Developer In-house Price £34.99  
Players 1 Genre Platformer Age Rating 7 Website  
raymanorigins.uk.ubi.com Twitter @RaymanGame  
Facebook facebook.com/rayman

"Takes us back to a time and a place when platformers are the game of choice. It offers gamers everything that's missing in many modern games – great music, loveable characters, colour and most importantly fun." We wrote back in issue 212 about *Rayman Origins*. "Yeah, bit like that, but smaller." That's what we're writing now. Ooh, professionalism.

After all, this is practically the same game as the one which bounced onto PlayStation 3 and went ignored by almost everyone. It's the same bright, bubbly characters jumping around the same bright, bubbly worlds doing the same bright, bubbly things. It's so rich with colour, it's often like watching a painting that hasn't been given time to dry. The platforming itself is light and breezy while the new camera zoom, activated by pinching and pulling the screen, means you get a much stronger handle on the original's trickier sections.

We were probably harsh with our original assessment of *Rayman Origins*, which scored 80%. Yet if anything, the bite-size platforming action suits Vita's on-the-move ethos, the OLED screen makes the gorgeous animation sing and



it just seems to have found a healthier, happier home now it's not up against an army of generic shooty bang bang games. The loss of true multiplayer is a real head-scratcher but the decision to buy this for your brand-new Vita should not be. Brilliant platformer and more importantly, a brilliant game that will hopefully find the audience it deserves.

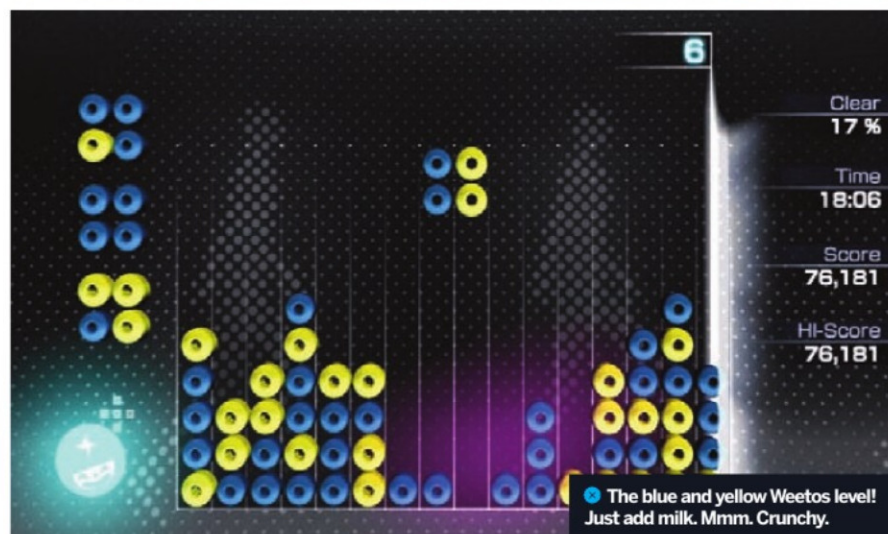
Ryan King

## VERDICT

**Disappointing lack of multiplayer aside, the platforming makes this one of the best games on Vita and its strengths suit the platform perfectly. Worth buying even if you wouldn't normally consider buying a platformer.**

**84%**

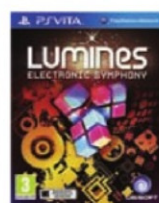
Rayman Origins looks superb on Vita's OLED screen.



RELEASE DATE: OUT NOW

# Lumines Electric Symphony

Bleep bleep bloop wubwub



Publisher Ubisoft Developer Q Entertainment  
Price £34.99 Players 1-2 Genre Puzzle Age Rating 3  
Website qentertainment.com Twitter @Q\_Entertainment  
Facebook facebook.com/ubisoft

There's one awkward moment while you're playing *Lumines*. Just one. It's when you find yourself slipping back into the standard *Lumines* routine – slamming down blocks and drooling at the mesmerising background while electronica music tickles your ears – and you remember you're playing on a Vita. Cue hopeful tapping, swiping and stabbing the screen with your fingers, waiting for some feedback. We'll nip any potential disappointment in the bud – touch screen implementation here is a polite gesture for the curious, not an essential part of the game.

Otherwise, this is *Lumines* 101, now on an even sexier screen. The gameplay hasn't changed at all. You still group colours into a cube of four or more, with that cube being whisked away to Points Land when the beat bar slides past it. It's a disco reinvention of *Tetris*, testing your abilities to plan several blocks ahead

and also pick apart any awkward mess where you fumbled earlier.

*Lumines Electric Symphony* isn't the Vita playground you might want it to be when it comes to revolutionary gameplay or a checklist of innovations, but what it does do is give you a gorgeous kaleidoscope of slick colours and one of gaming's coolest soundtracks married to simple, addictive gameplay. The formula may need reinventing one day but the PS Vita era is clearly not that time.

Ryan King

## VERDICT

**It's the sexiest puzzle game on the sexiest handheld. Any disappointment that it doesn't push the Vita's new features are nicely countered by how good it looks on that screen. Still worryingly addictive, too.**

**85%**





RELEASE DATE: OUT NOW

# Ridge Racer

Riiiiiiiiiiiiidge... oh who can be bothered



VITA

Publisher Namco Bandai Games Developer Cellius Price £19.99 Players 1-8 Genre Racing Age Rating 3 Website [www.namcobandai.com](http://www.namcobandai.com) Twitter @namcobandai Facebook facebook.com/NamcoBandai

The rumours are true. Three tracks, five cars, no single-player career – it's all tied in to your online team. *Ridge Racer* is an experiment into how game content is delivered to gamers, and – just like *MX Vs ATV: Alive* – it misses the entire point of what it's trying to do.

If you're going to release a glorified demo, don't do so for £20. Do it for free. Top the content up with paid DLC later. You will get more fans as a result. Instead of a response of resigned discontent. This is a very stupid idea and the *Ridge Racer* you get in the box is half a game – and half a boring game at that. It shouldn't be so, but *Ridge Racer 2* on PSP is far and away

the better game of these two, and that came out years ago on a technically inferior system. God, even *Ridge Racer Revolution* trumps this one on the fun factor. It's so bland, empty, passionless. Even the over-enthusiastic announcer sounds like he's phoning it in.

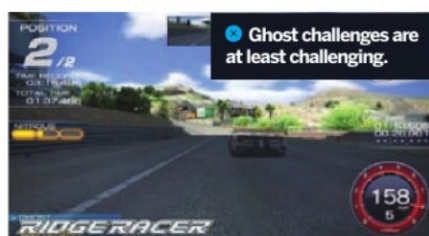
Decent online integration and interesting team-based systems are welcome and show off some of Vita's strengths, but the damage is already done. Until a real package is released, with a full game available at a reasonable total cost, there is very little worth bothering with on *Ridge Racer* for Vita.

Ian Dransfield

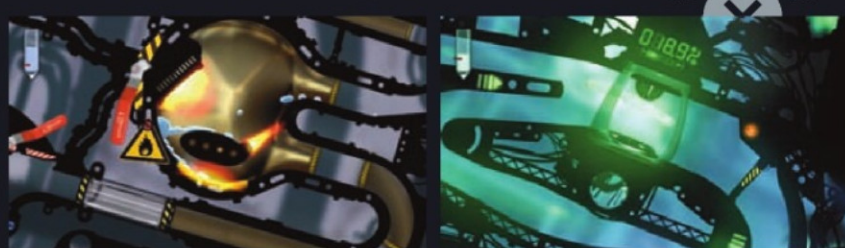
## VERDICT

Released for free, this would have been an interesting experiment – if still backed up with a boring, chugging racing game. As it stands it's the latter point mixed in with a £20-shaped slap in the face. Absolutely pointless.

48%



# PSN reviews



## PUDDLE

Wet wet wet

Publisher Konami Digital Entertainment Developer Neko Entertainment Price £8.99 Players 1 Genre Puzzle

PSN

PLAYING AS A puddle isn't the gamer-crotch-tickling excitement that made you buy a PlayStation 3 and despite the best efforts of the aptly named *Puddle*, it's likely to remain that way. You play as a body of liquid, streaming through the world you can tilt in an effort to reach the exit. The problem? Heat makes you evaporate, jumps make you break up, a zoomed-in camera gives you no clue what's ahead. It's not really a puzzle game as not much thinking is involved and is more of a dexterity challenge, if anything. Later levels get better and it's quite an enjoyable game, just not a screamingly brilliant one.

76%



## GOD HAND

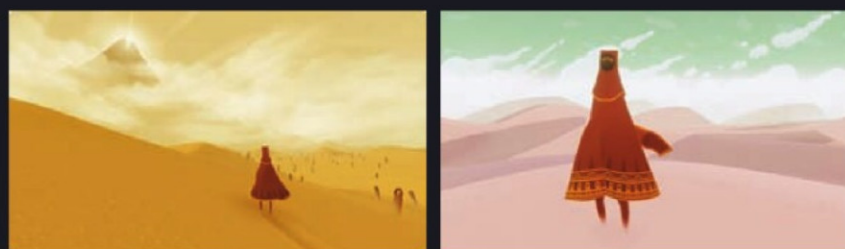
Mano de Dios

Publisher Capcom Developer Capcom Entertainment Price £7.99 Players 1 Genre Platformer/action-adventure

PSN

IT'S A BIT weird doing the 'hey, this reminds us of when games were games!' dance given *God Hand* only came out five years ago but hey, this reminds us of when games were games. No patronising tutorial, no soft difficulty, no over-zealous cut-scenes that rob you of control. Just a game. It takes a while to get to grips with the controls, with the slow *Resident Evil*-style turning contrasting weirdly with the snap of the combat, but once you get *God Hand*'s rhythm down it becomes compelling and addictive. Not bad given it's just a game.

83%



## JOURNEY

Takin' it to the mountain

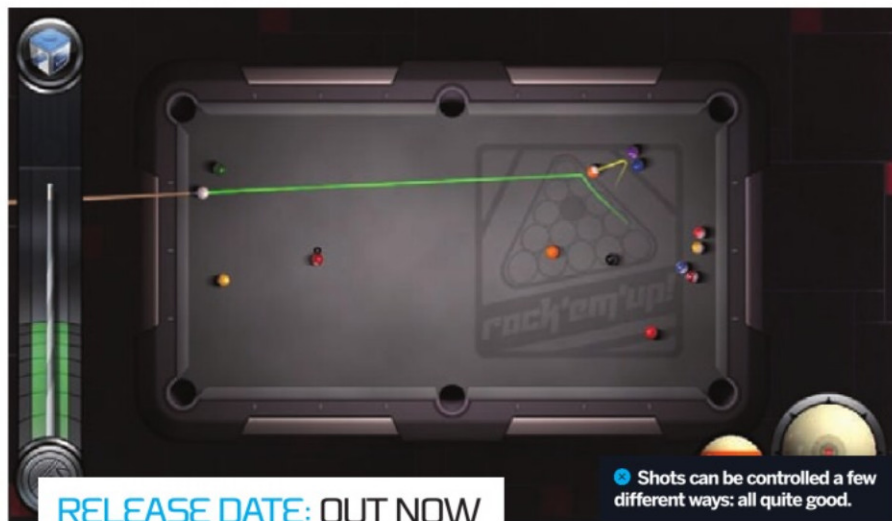
Publisher Sony Developer thatgamecompany Price £8.99 Players 1 Genre Puzzle

PSN

SO HERE IT is: one of the most anticipated downloadable games on PS3, reduced to a hundred words on a sidebar. Because it's bad? Not in the slightest. *Journey* is one of the most interesting experiences available on the PS Store, offering a laid-back and contemplatory jaunt through lonely locales. At least in the most part. It manages to stay interesting for the few hours the game lasts, mixing it up well, and you'll feel a genuine pang of delight when a stranger wanders into your game; allowing you to continue your trek together. Difficult to succinctly define and hard to quantify, still: we really like *Journey*.

87%





RELEASE DATE: OUT NOW

Shots can be controlled a few different ways: all quite good.

# Hustle Kings

Do do do do do do do do do do, do the hustle

Publisher Sony Computer Entertainment Developer VooFoo Studios Price £6.49  
Players 1-8 Genre Sports Age Rating 3 Website [www.voofoostudios.com](http://www.voofoostudios.com) Twitter @VooFoo Facebook [facebook.com/voofoo](https://www.facebook.com/voofoo)



We all know pubs are dirty, dangerous places. It's probably something to do with the smoking ban: nicotine-starved hard-drinkers furious about their inability to spark up indoors, bringing their knife-fuelled fury into the nation's public houses. So it is that you probably shouldn't go to pubs any more. Fortunately, Sony has you covered, and you can still get all the thrills and kicks of pub sports, like pool in the case of *Hustle Kings*, without facing off against an imaginary threat we just made up.

A re-release of a PSN title that came out back in 2009, *Hustle Kings* offers all of the modes and rulesets of pool you would hope for, if you care about the sport at all – 8-ball, 9-ball, killer, trick shots and so on. It's also home to a campaign mode that gradually ratchets up the difficulty, as you would expect from any game that progresses in any way at all, ever.

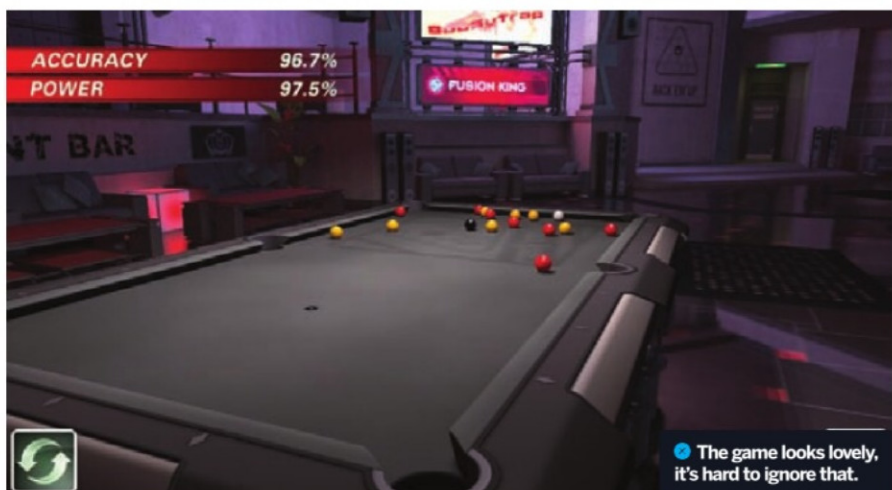
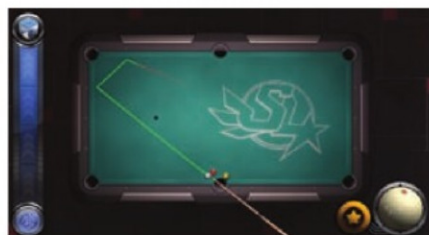
Touch implementation is handled in a reasonable enough fashion, with swipes and tilts handling elements of aiming, shooting and the camera. You don't have to use these extra bits and bobs, though, and to be honest we found ourselves retreating back to familiar button-and-stick controls after not that long.

*Hustle Kings* is a solid and enjoyable game to waste a few hours on, though it lacks any real draw to keep you going for a long time.

Ian Dransfield

## VERDICT

*Hustle Kings* sets out to offer a faithful re-creation of the best pub sport this side of darts – and it succeeds. Vita-specific features aren't hastily implemented either and at such a cheap price, it's hard not to recommend. **81%**



The game looks lovely, it's hard to ignore that.



It's hard to use both sticks and take screens on Vita.



RELEASE DATE: OUT NOW

Gyroscopic controls tilting the camera are... pointless.

# Super Stardust Delta

Super, smashing, great

Publisher Sony Computer Entertainment Developer Housemarque Price £6.49  
Players 1 Genre Shooter Age Rating 3 Website <http://bit.ly/sbfjVq> Twitter @Housemarque Facebook [facebook.com/playstationaccess](https://www.facebook.com/playstationaccess)



Look, we were harsh first time around. We gave *Super Stardust HD* 74% in Play 155.

We gave it a 'pretty good' score, when it deserved a 'very good' score. Now *Delta* has arrived with Vita and it gives us the chance to right the wrongs we committed in the past – because *Super Stardust Delta* is very good. Very good indeed.

A twin-stick shooter with enough of its own ideas to stand out from the crowd, *Delta* requires a bit more strategy alongside the quick reflexes asked for from games of this ilk. The fire and ice weaponry set up is joined by missiles and black holes – new super weapons each with their own strengths and weaknesses – adding that bit more consideration to the relentless asteroid-and-alien blasting. And bah gawd is it ever relentless. On harder difficulties it's... it's just so wanton. And pretty.

It's a few steps back from being ultra-incredible and capable of making us *literally* weak at the knees – it is, after all, pretty much more of the same and can really only ever have so much appeal, shallow as it is. But it's a good price



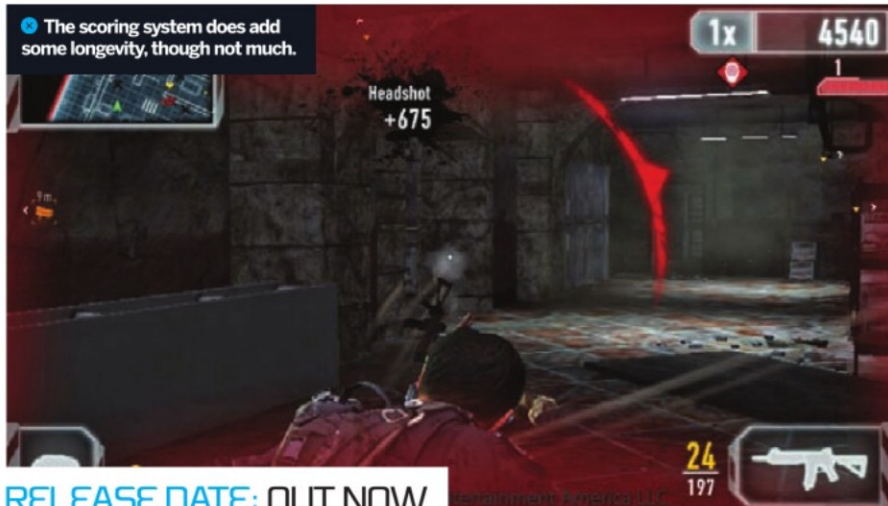
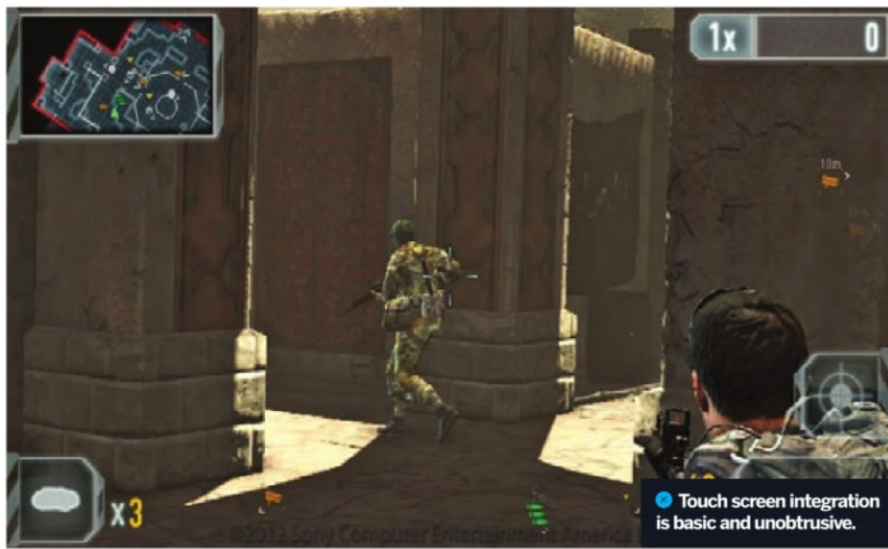
(more 'reasonable' with DLC factored in) and there's no arguing with the quality and addictive nature of the actual game presented. Because that is, as we might have already gone to great lengths to make sure you're aware, very good. Very good indeed.

Ian Dransfield

## VERDICT

*Super Stardust* has been, since day one, one of the best games available through the PS Store. This Vita update adds just enough to keep it interesting while maintaining the same level of compulsion in you to just keep on playing. **84%**





RELEASE DATE: OUT NOW

# Unit 13



If 50 Cent and The Club had a dull baby...



Publisher Sony Computer Entertainment Developer Zipper Interactive Price £34.99 Players 1 Genre Third-person shooter Age Rating 16 Website [www.zipperint.com](http://www.zipperint.com) Twitter @Zipper Facebook [facebook.com/ZipperInteractive](http://facebook.com/ZipperInteractive)

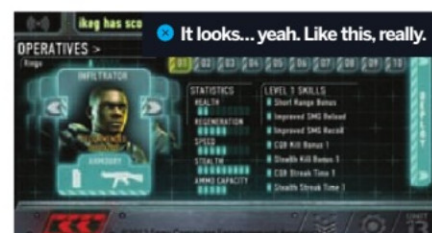
We can hold our hands up and say we were a bit harsh on *Unit 13* in our previews. It came across as a boring, bland offering – standard fare from Zipper Interactive and the sort of thing that would be completely forgotten almost before it was released. Turns out we were only *mostly* right.

See, *Unit 13* is ostensibly a boring, bland third-person shooter – an elite military organizzzzz... sorry, passed out there. You shoot things. People on radios make uninspired quips. You shoot other things, but it gets a bit more interesting through a couple of additions: the score attack nature of the game and the way your scores are automatically ranked against friends, those using *Near* in the region and the rest of the world.

These simple touches mean you are likely to go back to play the dozens of levels a couple of times each. Even the 'long' missions are fairly short, so it's good to jump back in and try to beat your last score – more headshots, from further away. Or use your grenades to take out loads at once. Or more stealth.

But it's a short-lived respite from the fact that, generally speaking, *Unit 13* is a bit too dull. Too straight. Too grey. Aside from a scoring mechanic and leaderboards it brings nothing anybody versed in third-person shooters would actually care about, and as a result it ends up pretty ignorable.

Ian Dransfield



## VERDICT

Competent with some interesting features, but just isn't enough fun – doesn't offer enough of interest – to keep you playing for any real length of time. It does make us sad we'll never see *The Club* on Vita, though.

67%

# PSN reviews



## GOTHAM CITY IMPOSTORS

Yes, with an 'o'

Publisher Warner Bros. Developer Monolith Price £11.99 Players 1-12 Genre FPS



IT'S A THOROUGHLY pointless game when looked at objectively, but that doesn't detract from the fact that *Gotham City Impostors* is good fun. Throwing in a few extra *Batman*-themed elements to the usual online FPS fare – grappling hooks, the ability to fly – brings an element of unexpected interest, though it will still be familiar to online shooter veterans. Some balancing issues will hopefully be ironed out, like the disproportionate amount of one-shot kills, and it's unlikely to drag many away from their *COD/BF3* stupor. But *Impostors* is a solid experience and you're almost guaranteed a good time with it – just so long as you don't expect the fake Batmen/women and Jokers to offer any particularly genre-defining features.

78%



## SHANK 2

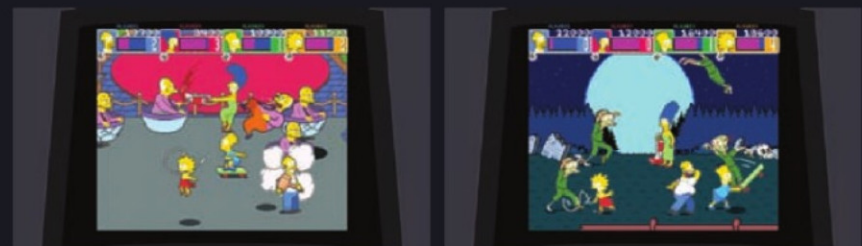
Bloody familiar fun

Publisher EA Developer Klei Entertainment Price £7.99 Players 1-2 Genre Platformer



FAMILIARITY IS SHANK 2'S worst enemy – even though it's more or less the same game as before it's really good fun. Frustrations pop up in boss fights but player skill is rewarded more than might be initially evident, and there's little like the satisfaction that comes with violently stabbing a bunch of drug-dealing bastards. It doesn't cost much, it looks absolutely brilliant and it is one of the most cathartic experiences available this side of the original game. You'll likely get bored, though, even with the added multiplayer and survival modes, but while it lasts, *Shank 2* is stabtastic. And that's not even a real word.

83%



## THE SIMPSONS: ARCADE GAME

D'oh!

Publisher Konami Developer In-house Price £7.99 Players 1 Genre Arcade



NOSTALGIA SHOULD BE held back here, lest it overwhelm the senses and show us up as the compromised fools we are. Look, we were young when *The Simpsons: Arcade Game* first came out. We have memories attached to it. Indelible experiences forever besmirched by the flow of time. Basically: things are never as good as you remember. This was a scrolling beat-'em-up made for brief plays; made to have money thrown in it, to kill the player and then for them to move on to something else. As a home experience, it just doesn't work very well. It's boring, the AI cheats and it's too expensive for something that can be finished in half an hour.

54%

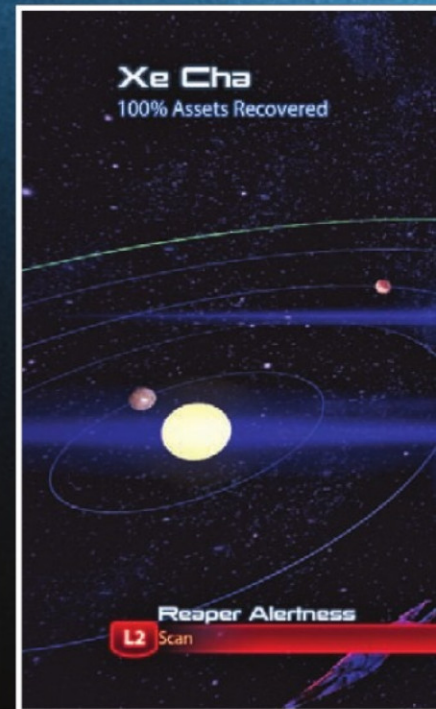


GET AHEAD ON...

# MASS EFFECT



Want to know what's on every planet in the galaxy? Oh hey, guess what



## SCANNING PLANETS

**PRESSING L2 WHEN** navigating the galaxy sends out a small signal. If any hidden collectables are in range, they'll flash up. Keep an eye on the Reaper meter that fills up. When it fills completely, they'll show up and start chasing you. If they catch you, it's an immediate game over. You can still scan as you run away, though, and you only need to leave the cluster you're in before re-entering.

### SIGURD'S CRADLE

#### SKEPSIS

Watson – Javelin Missile Launchers  
 Between Crick and Mass Relay – Wreckage

#### DECORIS

Laena – Salvage  
 South between second and third ring – Wreckage

### ARCTURUS STREAM

#### ARCTURUS

Arcturus Station – Intel from battle of Arcturus  
 West of Themis – Wreckage

#### EULER

Between entry and Fermi – Wreckage

### GEMINI SIGMA

#### HAN

Underneath Mass Relay – Wreckage  
 Mavigon – Salvage

#### MING

Below Antiropus – Wreckage  
 Parag – Alliance Cruiser  
 Nairobi

### HADES GAMMA

#### ANTAEUS

Just underneath Mass Relay – Wreckage  
 Trebin – Salvage

#### PLUTUS

Nonuel – Special Ops Team  
 Zeta, 103rd Marine Division

#### DIS

East of the sun – Wreckage  
 Klensal – Salvage

#### FARINATA

North of the sun – Wreckage  
 Juntauma – Alliance Frigate  
 Agincourt

#### CACUS

Chohe – Salvage  
 Far North-West – Wreckage

### KITE'S NEST

#### HARSHA

Verush – Weapon Upgrade Kit  
 West of Verush – Wreckage  
 Khar'shan – Artifacts: Pillars of Strength

#### UNTREL

Adek – Salvage  
 West of Adek – Wreckage

### ARGOS RHO

#### HYDRA

South of the sun – Wreckage  
 Canrum – Haptic Optics Array

#### PHOENIX

Pinnacle Station – Turian

#### Spec Ops Team

Intai'sei – Artifact: Fossilized Kakliosaur  
 North-West of Intai'sei – Wreckage

#### GORGON

Camaron – Advanced Power Relays

### APIEN CREST

#### CASTELLUS

South of Fiax, East of Nius – Wreckage  
 Digeris – Artifacts: Banner of the 1st Regiment

#### GEMMAE

Pheiros – Turian 79th Flotilla  
 South of Pheiros – Wreckage  
 West of Pheiros – Wreckage

### AETHON CLUSTER

#### ARU

Irun – Artifacts: Book of Plenix  
 West of Irun – Wreckage  
 Cherk Sab – Volus Fabrication Units

#### ESORI

Solu Paolis – Volus Dreadnought Kwonu  
 East of the sun – Wreckage

#### SATU ARRD

Nalisin – Volus Engineering Team  
 South-West of the sun – Wreckage

#### NURA

Oma Ker – Volus Intelligence Archives  
 North of the sun – Wreckage

### ATICAN BETA

#### HERCULES

Eletania – Interferometric Array

South-East of the sun – Wreckage

#### THESEUS

Feros – ExoGeni Scientists  
 North-West of the sun – Wreckage

### THE SHRIKE ABYSSAL

#### XE CHA

Zada Ban – Salvage  
 South of the sun – Wreckage

#### URLA RAST

Talis Fla – Artifacts: Prothean Obelisk  
 North-West of the sun – Wreckage

### VALHALLAN THRESHOLD

#### RAHEEL-LEYA

North-East – Wreckage

#### PAZ

Garvug – Artifacts: Prothean Data Drives  
 East of the sun – Wreckage

#### MICAH

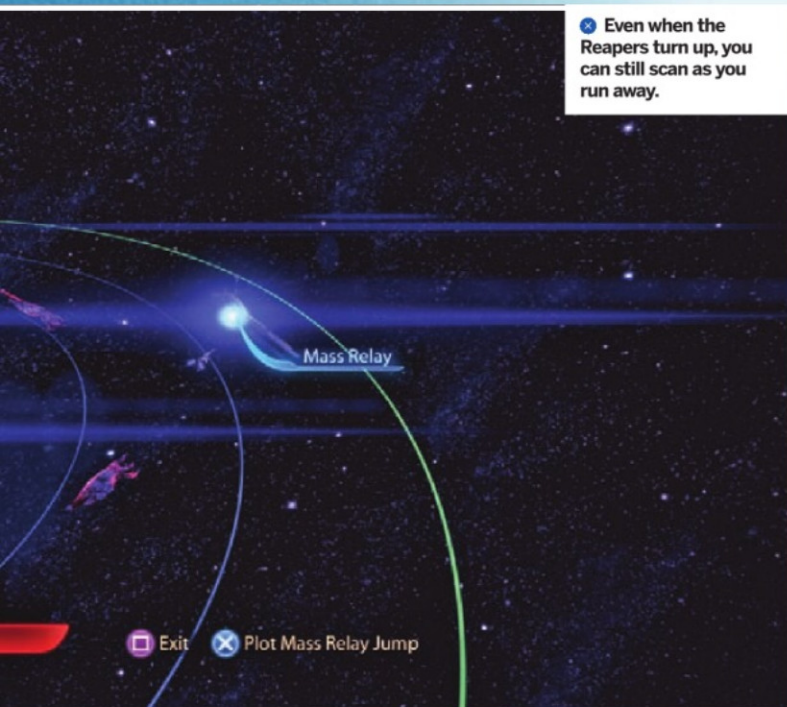
Elohi – Emergency Fuel Pods  
 Farlas (East, in asteroid belt) – Element Zero Convertor  
 South-East of the sun – Wreckage

### HADES NEXUS

#### HEKATE

South-West of Mass Relay – Wreckage  
 Asteria – Alliance Frigate  
 Hong Kong, Alliance Fifth Fleet





## HOPLOS

Kopis – Artifacts: Obelisk of Karza  
Far West – Wreckage

## SHEOL

Gei Hinnom – Artifacts: Prothean Sphere

## PAMYAT

Dobrovolski – Alliance Frigate  
Leipzig, Alliance First Fleet  
South of the sun – Wreckage

## MINOS WASTELAND

### FORTIS

Pietas – Salvage  
South of Mass Relay – Wreckage

## EXODUS CLUSTER

### UTOPIA

South of Eden Prime – Wreckage  
Zion – Prothean Data Files

## ASGARD

Borr – Remains of Reaper Destroyer  
Tyr – Alliance Naval Exploration Flotilla  
Terra Nova – Alliance Cruiser  
Shanghai  
Loki – Alliance Spec Ops Team  
Delta  
North-East of the sun – Wreckage

## SILEAN NEBULA

### KYPALADON

Hanalei – Dr. Jelize

## TEYOLIA

Nevos – Artifact: Rings of Alune  
Quirezia – Salvage  
East of the sun – Wreckage

## PHONTES

Dekuuna – Artifact: Code of the Ancients  
Oltan – Elcor Flotilla  
East of Lenamund – Wreckage

## NAHUALA

Hyetiana – Serrice Guard  
South-West of Agessia – Wreckage

## LOROP

East of Wreckage – Wreckage  
Yasilium – Armani Sniper Unit

## NIMBUS CLUSTER

### PELION

South of Aitis – Wreckage  
Trategos – Intact Reaper Weapon  
Just North-East of Trategos – Wreckage  
Just North-West of Sthenia – Wreckage

## AGAIU

Carcosa – Artifact: Library of Asha

## KALLINI

South of Pania – Wreckage

## NUBIAN EXPANSE

### DAKKA

Pragia – Research Data from Pragia

South-East of the sun – Wreckage

## QERTASSI

Norehsa – Alliance Frigate  
Trafalgar  
North of Norehsa – Wreckage

## KALABSHA

Yamm – Alliance Marine Recon Unit, 103rd Marine Division  
North-East of the sun – Wreckage

## HOURLASS NEBULA

### OSUN

Erinle – Salvage  
South-West of Erinle – Wreckage

## FARYAR

Alingon – Shadow Broker  
Starship Tech  
Next to Alingon – Wreckage

## SOWILO

Hagalaz – Shadow Broker  
Support Team  
North of the sun – Wreckage

## PLOITARI

Zanethu – Terminus Freighters

## ATHENA NEBULA

### PARNITHA

Tevura – Asari Cruiser Cybaen

## ORISONI

Egalic – Asari Research Ships  
East of the sun – Wreckage

## TOMAROS

South of Niagolon – Wreckage  
Pronoia – Asari Cruiser  
Nefrane

## VERNIO

Polissa – Artifact: Hesperia  
Period Statue  
North-West of sun – Wreckage

## IALESSA

West of the sun – Wreckage  
Trikalon – Asari Engineers

## ISMAR FRONTIER

### AQUILA

Metaponto – Advanced Biotic Implants

## INFILTRATOR IS THE BEST CLASS

**SOLDIER IS THE** easiest class to understand but around level 15 onwards, Infiltrator is the best class by far. Focus on buffing your Tactical Cloak and sniper time-dilation bonuses. The Tactical Cloak is best used when you have run out of shields, as you'll turn invisible and enemy attention will be drawn to your partners. Use this time to run and take cover somewhere safer. Infiltrator also gets best usage out of sniper rifles, with time-slowing down when zoomed in. The main drawback of Infiltrator class is the lack of tech or biotics firepower, so bring Liara with you and lean on her powers to compensate.



## BUFF YOUR SNIPER RIFLE

**SNIPER RIFLES ARE** incredibly powerful and once you earn the monstrous 250,000 credits needed to nab the Black Widow, *Mass Effect 3* becomes much easier. You can find the Black Widow in the Spectre area of Citadel, by the Embassies. Equip your sniper rifle with concentration mods (to slow down time) and barrel extensions (to boost damage). This makes it incredibly easy to score headshots, which gets a massive damage boost and results in instant kills, even on most armoured or shielded enemies. You can take three shots before reloading with the Black Widow. Aim, use the slowdown effect, fire, then unscope and quickly aim again so the slowdown effect kicks in for your next shot, too. Do this until you have to reload.





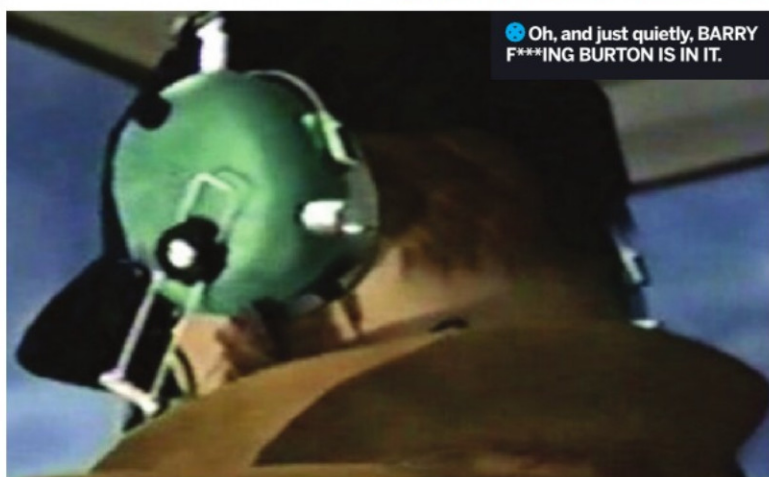
**RETRO ON PSN...** They're old but are they any good?



• This could be any British town centre on a Saturday night.



• Boob tube, miniskirt and knee-high boots – Jill's outfit wasn't particularly well suited to zombie killing.



• Oh, and just quietly, BARRY F\*\*\*ING BURTON IS IN IT.



• Resi 3 didn't get the love it deserved.



• Nemesis is a constant foe, and we expect Resi 6 to bring the idea back.

# Resident Evil 3: Nemesis



• Release date February 2000 • Publisher Capcom • Developer In-house  
 • Games it influenced The rest of the franchise, other survival-horror games



**TWO THINGS HAVE** become clear since Capcom made its surprise *Resi 6* reveal. The first is that the trailer has whipped fans of the series into a hurricane

of excited frenzy not seen for a long time. The second is that, no matter where you look, or who you ask (unless it's us of course) no one seems to like *Resident Evil 5* much.

It's the black sheep of the family. And, legitimate annoyances aside, we have to conclude that at least some of these grievances are because it followed one of the greatest games in history. Expectations were too high, too demented for it to work. So it's no surprise to us then that *Resident Evil 3* is also viewed through the same prism: having followed the masterful *Resi 2*, the public expected a revolution. What they got was a slick, powerful and stylish evolution. Not good enough, it seemed.

Which is a shame, as *Resident Evil 3* boasted a lot of cool features and had one of the best scenarios yet featured in the series. For those of you who started at *Resi 4*, or *5*, a quick recap: Jill Valentine, after hearing her warnings of bio-weapons testing at Arklay fall on the deaf, corrupt ears of Umbrella stooge Chief Brian Irons, finds herself caught in Raccoon City as the events of *Resident Evil 2* start to kick off. (*Resident Evil 3* takes place immediately before and immediately after *Resi 2*, leading to some hilarious continuity issues.)

Bursting out of her apartment block to see the city looking like every British town centre on

a Saturday night, her mission isn't to uncover the truth, it's just to get out alive.

For a seasoned pro like Jill – and seasoned survival-horror players – this probably seemed all in a day's work. Another zombie outbreak? Yeah? And? Those thoughts were quickly extinguished, however, when Capcom introduced its trump card: Nemesis.

If *Resident Evil 2* was *Aliens*, the all-out action fest with a nice sideline in surrogate families, then *Resident Evil 3* was *The Terminator*. Jill was endlessly stalked as she tried to escape the city, and like Arnie, Nemmy – as we like to call him – was relentless in his pursuit through the city. *Resi 2* had got everyone excited about running around Raccoon, but it didn't really materialise. *Resi 3* gave you that opportunity: running from graveyards to publishing houses to restaurants.

This combination of diverse locations and the introduction of Nemesis is one of the series' finest achievements, giving the game a real sense of paranoia as the player wondered when he'd pop up next. His theme music helped this tension no end, but it's testament to Capcom's design that as the game went on the player 'toughened up,' facing their fears.

Chuck in other improvements such as branching pathways with multiple endings, a dodge move and the first introduction of the 180-degree turn and you've got a game that you really should reappraise.

**WHAT WE SAID:** Issue 55 • 90%

"Removed as a sequel but more action-packed!"



## NEVER COMING TO PSN #5



## Extermination



- Release date 2001
- Developer Deep Silver

**RELEASED WAY BACK** in 2001, *Extermination* was a game almost purpose-built to fill a gap, to get the job done in the survival-horror genre until the big boys turned up. It wasn't a bad game, at all, but you got the feeling people only played it while they waited for something else to come along.

That something else was, of course, *Resident Evil*, which *Extermination* liberally borrows from. There's the classic key-card hunting, mysterious characters, low ammo and outrageously convoluted gameplay funnels – 'The door is locked', BUT YOU'VE GOT A BLOODY CROWBAR!

Developer Deep Silver wisely strayed from the whole zombies-in-America angle, though, and simply went elsewhere for inspiration. That elsewhere was John



Carpenter's 1982 remake of *The Thing*, and it's all here: Antarctic bases, infectious ETs, research facilities, conspiracy and bad paranoia.

To be fair to Deep Silver if you're going to take inspiration from somewhere, then take it from the best. On the whole, *Extermination* was an enjoyable if one-note *Resi* clone that did a good job of showing off the PS2's superior graphical capabilities. The use of outdoor sections of the setting – which would also then be put to good use in the actual, licensed videogame interpretation of *The Thing* – was a welcome change from simply clanking around an abandoned mansion or police station, and on the whole *Extermination* was a decent, if lightweight addition to the genre.

Which is why it'll never make it to PSN. No one needs to play it. Which is a shame, but we're sure we'll get along just fine with *Resident Evil 4*.

ACCORDING TO PLAYSTATION  
CALL OF DUTY DLC

**CALL OF DUTY** is the biggest thing in the world. Bigger than the Great Wall of China. Bigger than Dan's bitterness towards his beloved, abusive Arsenal FC. Bigger than Andy's tantrums on deadline day. So why do we have to wait for the DLC maps? Get your hands in your pocket, Sony.



## WE COULD HAVE DONE WITHOUT

## State Of Emergency

**IN THOSE HEADY** days of early 2002, after *GTA III* had arrived and showed us anything was possible by making Nintendo fans cry all over their Mario pyjamas, we'd have bought any old shit with Rockstar's name on. Quite simply, the Rockstar name was

golden. It still is today. It was this good faith that enabled *State Of Emergency* to invade living rooms and corrupt our minds with how bad it was. *State Of Emergency* had the Rockstar badge, even though it was developed by a company called VIS. No matter. It had the yellow logo. It was a done deal.

On the surface, it seemed to have a good pitch. Like *GTA III* it featured all manner of wanton violence. You could shoot people, kick them on the floor until blood exploded out of them. You could set them on fire with a flamethrower that looked like a Super Soaker. You could smash windows. It



was even colourful and cartoony, like *Grand Theft Auto III*.

Sadly, it got old in about ten seconds. It had a score attack element, with players getting more points for more violence, but in truth this wasn't very good. At all. Its violence masked an empty shell. It was the anti-*Grand Theft Auto III*.



## RETRO GAMES WE SAID WE WANT TO PLAY AGAIN BUT PROBABLY WON'T



## Stuntman

**FOR A LAUGH** we once said that we would go back and play this again. Then we realised how truly, utterly bastard-unfair hard it was and immediately got very angry about wasted hours and broken controllers.



## Splinter Cell

**WHEN THIS CAME** out it was the greatest thing ever because it could do shadows. Now, even *Rogue Warrior* can do shadows. Actually that's harsh. It's still better than that. Sorry, Ubisoft.



## Wipeout Fusion

**THIS WAS VERY** well received back in the day, and in the run-up to 2048's release on Vita we got all nostalgic and decided to play it again. Then we got our hands on 2048 and forgot all about it.



## Shinobi

**THIS 3D UPDATE** of a classic Nineties side-scroller was warmly welcomed back in *Play 92*, but that's probably because of nostalgia. Now we can see it for what it is: head-explodingly hard.



# PLAYLIST

If you want to know what a game scored then these pages are for you

## TEAM PICKS PS3 ONE GAMES (ON PSN)



### top five RYAN KING

- 1 Driver
- 2 Tekken 2
- 3 Final Fantasy IX
- 4 MediEvil
- 5 Cool Boarders



### top five IAN DRANSFIELD

- 1 Future Cop: LAPD
- 2 G-Police
- 3 Final Fantasy VII
- 4 Resident Evil 2
- 5 Blood Omen: Legacy Of Kain



### top five STEVE BURNS

- 1 Resident Evil
- 2 Resident Evil 3
- 3 Metal Gear Solid
- 4 Resident Evil 2
- 5 Blood Omen: Legacy Of Kain



### top five ANDY SALTER

- 1 Tekken 2
- 2 Metal Gear Solid
- 3 Resident Evil: Director's Cut
- 4 Oddworld: Abe's Oddysee
- 5 Final Fantasy V

## PS3 LISTING



game	issue	score
3D Collection	195	75%
3D Dot Game Heroes	192	87%
50 Cent: Blood On The Sand	177	70%
Ace Combat: Assault Horizon	211	78%
Afro Samurai	177	61%
Agarest: Generations Of War	187	78%
Agarest: Generations Of War Zero	209	52%
Air Conflicts: Secret Wars	208	58%
Alice: Madness Returns	207	57%
Aliens Vs Predator	189	79%
Alone In The Dark	173	70%
Alpha Protocol	193	83%
Ape Escape	208	55%
Arcana Heart 3	207	79%
Armored Core For Answer	173	65%
Armored Core 4	153	67%
Army Of Two	164	80%
Army Of Two: The 40th Day	188	65%
Ar Tonelico Qoga: Knell Of Ar Ciel	203	27%
Ashes Cricket 2009	183	30%
Assassin's Creed	161	58%
Assassin's Creed II	186	89%
Assassin's Creed: Brotherhood	199	91%
More than enough additions to take the Assassin's Creed formula into modern classic territory.		
Assassin's Creed Revelations	212	75%
Atelier Rorona: The Alchemist Of Arland	198	77%
Backbreaker	193	70%
Band Hero	187	68%
Batman: Arkham Asylum	183	85%
Batman: Arkham City	211	94%
Rocksteady's sequel to the excellent Arkham Asylum is a serious contender for game of the year.		
Battle Fantasia	176	67%
Battlefield: Bad Company	168	78%
Battlefield: Bad Company 2	190	93%
Single-player is fairly impressive but take it online and it's bordering on genius. This is quite possibly the best shooter on PS3 today.		
Battlefield 3	212	88%
Bayonetta*	187	93%
Beijing 2008	168	54%
Beowulf	161	61%
Bionic Commando	179	82%
BioShock	172	93%
BioShock 2	189	88%
BlackSite	163	43%
Bladestorm: The Hundred Years' War	160	58%
BlazBlue: Calamity Trigger	190	85%
BlazBlue: Continuum Shift	198	94%
Blazing Angels	151	54%
Bleach: Soul Resurrección	209	63%
Blitz: The League II	172	67%
Blur	193	86%
Bodycount	210	54%
Borderlands	185	80%
Brink	206	67%
Brothers In Arms: Hell's Highway	171	75%
Brütal Legend	185	79%
Bulletstorm	203	86%
Burnout Paradise	162	74%
Buzz!: Quiz TV	168	82%
Buzz!: Quiz World	185	70%
Call Of Duty 3	151	77%
Call Of Duty: World At War	173	68%
Call Of Duty 4: Modern Warfare	160	88%
Call Of Duty: Modern Warfare 2	186	94%

game	issue	score
Call Of Duty: Modern Warfare 3	212	88%
Call Of Duty: Black Ops	199	94%
Treyarch's first genuinely brilliant entry to the series and a standard-bearer for fast-paced online shooters.		
Call Of Juarez: Bound In Blood	181	85%
Call Of Juarez: The Cartel	208	30%
Captain America: Super Soldier	208	70%
Castlevania: Lords Of Shadow	197	85%
Carnival Island	213	53%
Cars 2	208	68%
Catherine	215	61%
Champion Jockey	210	50%
Chronicles Of Riddick: Assault On Dark Athena	178	87%
Child Of Eden	211	80%
Civilization Revolution	168	90%
Clash Of The Titans	193	65%
Clive Barker's Jericho	159	84%
Colin McRae: DiRT	158	91%
Colin McRae: DiRT 2	184	87%
Command & Conquer: Red Alert 3	178	65%
Conan	160	71%
Condemned 2	165	78%
Conflict: Denied Ops	164	50%
Create	199	71%
Cross Edge	182	59%
Crysis 2	204	72%
Damnation	181	38%
Dance Dance Revolution	201	52%
Dante's Inferno	189	80%
Dark Sector	165	62%
Dark Souls	211	90%
Sequel to one of the hardest games in recent times, Dark Souls is another superb release from developer From Software.		
Dark Void	188	81%
Darksiders	188	83%
DC Universe Online	202	80%
de Blob 2	203	65%
Dead Island	210	79%
Dead Rising 2	197	78%
Dead Rising 2: Off The Record	211	61%
Dead Space	172	87%
Dead Space 2	201	92%
The point where the Dead Space series stepped up and became something to be genuinely excited about.		
Dead To Rights: Retribution	192	68%
Def Jam: Icon	151	79%
Def Jam Rapstar	199	72%
Demon's Souls	193	92%
Destroy All Humans!: Path Of The Furon	178	29%
Deus Ex: Human Revolution	209	91%
Worries: unfounded. Fun: lots of it. True Deus Ex experience: confirmed. Boss battles: bloody awful.		
Devil May Cry 4	163	89%
DiRT 3	206	85%
Disgaea 3: Absence Of Justice	175	81%
DJ Hero	186	91%
It's just like playing Guitar Hero for the first time all over again, although DJ Hero is slightly more expensive.		
DJ Hero 2	198	88%
Dragon Age: Origins	186	82%
Dragon Age II	203	86%
Dragon Ball: Raging Blast	186	40%
Dragon Ball Z: Burst Limit	168	61%
Driver: San Francisco	209	68%
Duke Nukem Forever	207	33%
Dungeon Siege III	206	80%
Dynasty Warriors: Gundam	160	40%
Dynasty Warriors: Gundam 2	176	43%
Dynasty Warriors: Gundam 3	208	56%
Dynasty Warriors: Strikeforce	189	37%
Dynasty Warriors 6	164	30%

game	issue	score
Dynasty Warriors 6: Empires	181	44%
Dynasty Warriors 7	204	32%
EA Sports Active 2	200	81%
EA Sports Grand Slam Tennis	215	75%
EA Sports MMA	198	89%
Eat Lead	178	38%
EDF: Insect Armageddon	208	64%
El Shaddai: Ascension Of The Metatron	208	77%
Enchanted Arms	152	69%
Enemy Territory: Quake Wars	168	60%
Enslaved: Odyssey To The West	197	83%
Eternal Sonata	176	87%
Everybody's Golf 5*	158	88%
Everybody's Golf: World Tour	165	91%
Eye Of Judgment	159	65%
EyePet	185	83%
EyePet: Move	197	84%
F1 2010	197	86%
F1 2011	211	71%
FaceBreaker	170	55%
Fairytale Fights	186	51%
Fallout 3	173	97%
Fallout 3 lives up to its promise and then some. It's a damning portrayal of the consequences of war, and a compelling RPG experience.		
Fallout: New Vegas	198	88%
Fantastic Four: Rise Of The Silver Surfer	155	39%
Far Cry 2	172	74%
F.E.A.R.	151	81%
F.E.A.R. 2: Project Origin	176	87%
F.E.A.R. 3	208	60%
FIFA 08	159	84%
FIFA 09	171	87%
FIFA 10	184	90%
FIFA 11	197	91%
FIFA 12	210	86%
FIFA Street 3	163	66%
FIFA World Cup 2010	192	70%
Fight Night Champion	203	88%
Fight Night Round 3	151	87%
Fight Night Round 4	181	84%
Final Fantasy XIII	190	85%
Final Fantasy XIII-2	214	80%
Fist Of The North Star: Ken's Rage	198	51%
Folklore	158	66%
Formula One Championship Edition	151	72%
Fracture	171	72%
Front Mission Evolved	198	52%
Fuel	180	49%
Full Auto 2: Battlelines	151	69%
G-Force	183	59%
Genji: Days Of The Blade	151	38%
Ghost Recon Advanced Warfighter 2	157	83%
Ghostbusters: The Videogame	180	80%
GI Joe	183	22%
God Of War Collection*	188	93%
Two of the greatest PS2 action games of all time come together at a bargain price. Essential purchase.		
God Of War Collection: Volume II	210	70%
God Of War III	190	88%
GoldenEye 007: Reloaded	213	63%
Gran Turismo 5	200	85%
Gran Turismo 5 Prologue	165	75%
Grand Theft Auto IV	166	98%
Green Day: Rock Band	194	77%
GTA: Episodes From Liberty City	191	94%
Guitar Hero III	160	90%
Guitar Hero III is another great rhythm-action beast, sure to delight fans and newcomers alike. So, grab a guitar and rock out!		
Guitar Hero 5	184	81%
Guitar Hero: Aerosmith	168	63%
Guitar Hero Greatest Hits	182	76%
Guitar Hero Metallica	179	88%
Guitar Hero: Van Halen	189	65%



# This month's new entries

The newest games, freshly squeezed among all your old favourites

Uncharted: Golden Abyss **PSV**  
WipEout 2048 **PSV**  
Little Deviants **PSV**  
Virtua Tennis 4: World Tour Edition **PSV**  
ModNation Racers: Road Trip **PSV**  
Reality Fighters **PSV**  
Everybody's Golf **PSV**  
The Darkness II **PS3**  
Kingdoms Of Amalur: Reckoning **PS3**

83% NeverDead **PS3**  
87% EA Sports Grand Slam Tennis **PS3**  
69% UFC Undisputed 3 **PS3**  
81% Catherine **PS3**  
59% Pinballistik **PSN**  
52% Galaxy Fight **PSN**  
86% Amy **PSN**  
76% Zack Zero **PSN**  
70% Arc The Lad **PSN**  
39%  
75%  
82%  
61%  
75%  
27%  
19%  
73%  
79%

game	issue	score
Guitar Hero: Warriors Of Rock	197	71%
<b>Guitar Hero World Tour</b>	<b>173</b>	<b>95%</b>
Harry Potter And The Deathly Hallows: Part 1	200	21%
<b>Harry Potter And The Deathly Hallows: Part 2</b>	<b>208</b>	<b>37%</b>
Harry Potter And The Half-Blood Prince	182	60%
<b>Harry Potter: The Order Of The Phoenix</b>	<b>155</b>	<b>32%</b>
Haze	167	64%
Heavenly Sword	157	71%
<b>Heavy Rain</b>	<b>189</b>	<b>94%</b>
Heavy Rain: Move Edition	198	70%
Heroes Over Europe	184	48%
<b>Homefront</b>	<b>203</b>	<b>69%</b>
Hunted: The Demon's Forge	207	59%
<b>Hyperdimension Neptunia</b>	<b>202</b>	<b>21%</b>
Ice Age 3: Dawn Of The Dinosaurs	182	47%
<b>Ico &amp; Shadow Of The Colossus Classics HD</b>	<b>210</b>	<b>94%</b>
Largely ignored when they were first released, gamers can now enjoy these wonderful games in brilliant HD.		
IL-2 Sturmovik: Birds Of Prey	183	72%
<b>inFamous</b>	<b>180</b>	<b>81%</b>
inFamous 2	207	83%
<b>International Cricket 2010</b>	<b>194</b>	<b>61%</b>
Iron Man	166	58%
<b>Iron Man 2</b>	<b>193</b>	<b>50%</b>
Jak And Daxter: The Lost Frontier	187	59%
<b>James Bond 007: Blood Stone</b>	<b>199</b>	<b>63%</b>
James Cameron's Avatar: The Game	187	64%
<b>John Daly's ProStroke Golf</b>	<b>197</b>	<b>70%</b>
Juiced 2: Hot Import Nights	159	78%
<b>Just Cause 2</b>	<b>190</b>	<b>87%</b>
Kane & Lynch: Dead Men	160	73%
<b>Kane &amp; Lynch 2: Dog Days</b>	<b>196</b>	<b>71%</b>
Katamari Forever	184	88%
<b>Killzone 2</b>	<b>176</b>	<b>93%</b>
<b>Killzone 3</b>	<b>202</b>	<b>80%</b>
Kingdoms Of Amalur: Reckoning	215	70%
<b>Knights Contract</b>	<b>202</b>	<b>53%</b>
Kung Fu Panda 2	207	20%
<b>Kung Fu Rider</b>	<b>196</b>	<b>65%</b>
Lair	158	52%
<b>L.A. Noire</b>	<b>206</b>	<b>91%</b>
Not perfect but Rockstar's new IP introduces pioneering facial-capture technology and interesting gameplay.		
Last Rebellion	191	42%
<b>Legend Of Spyro: Dawn Of The Dragon</b>	<b>174</b>	<b>54%</b>
Legendary	173	62%
<b>Lego Batman</b>	<b>173</b>	<b>65%</b>
Lego Harry Potter: Years 1-4	194	79%
<b>Lego Harry Potter: Years 5-7</b>	<b>213</b>	<b>67%</b>
Lego Indiana Jones: The Original Adventures	167	73%
<b>Lego Indiana Jones 2: The Adventure Continues</b>	<b>187</b>	<b>71%</b>
Lego Pirates Of The Caribbean	206	76%
<b>Lego Rock Band</b>	<b>187</b>	<b>75%</b>
Lego Star Wars: The Complete Saga	160	76%
<b>Lego Star Wars III: The Clone Wars</b>	<b>204</b>	<b>79%</b>
Leisure Suit Larry: Box Office Bust	180	24%
<b>LittleBigPlanet</b>	<b>172</b>	<b>94%</b>
<b>LittleBigPlanet 2</b>	<b>201</b>	<b>96%</b>
An amazing game and something to get involved with even if you can't create your own stuff.		
<b>Lord Of The Rings: Aragorn's Quest</b>	<b>199</b>	<b>60%</b>
Lost Planet 2	192	75%
<b>Lost Planet: Extreme Condition</b>	<b>163</b>	<b>69%</b>
Lost: The Video Game	164	38%
<b>LOTR: Conquest</b>	<b>175</b>	<b>52%</b>
Madden NFL 07	151	82%
<b>Madden NFL 08</b>	<b>157</b>	<b>82%</b>
Madden NFL 09	170	83%
<b>Madden NFL 10</b>	<b>184</b>	<b>82%</b>
Madden NFL 11	196	84%
<b>Madden NFL 12</b>	<b>209</b>	<b>85%</b>

game	issue	score
Mafia II	196	81%
<b>MAG</b>	<b>189</b>	<b>68%</b>
Majin And The Forsaken Kingdom	199	72%
<b>Marvel Vs Capcom 3</b>	<b>202</b>	<b>88%</b>
Marvel Ultimate Alliance	151	64%
<b>Marvel Ultimate Alliance 2</b>	<b>185</b>	<b>57%</b>
<b>Mass Effect 2</b>	<b>201</b>	<b>97%</b>
Why the hell are you reading this when you should be playing <i>Mass Effect 2</i> instead? GO GO GO.		
Medal Of Honor	198	86%
<b>Medal Of Honor Airborne</b>	<b>161</b>	<b>85%</b>
Medieval Moves	213	47%
<b>Mercenaries 2: World In Flames</b>	<b>171</b>	<b>78%</b>
<b>Metal Gear Solid 4</b>	<b>167</b>	<b>92%</b>
Not the final <i>Metal Gear Solid</i> game after all then. Still brilliant though, and still largely incomprehensible.		
<b>Metal Gear Solid HD Collection</b>	<b>214</b>	<b>91%</b>
Mobile Suit Gundam: Crossfire	151	37%
<b>Michael Jackson: The Experience</b>	<b>205</b>	<b>58%</b>
Midnight Club: Los Angeles	173	84%
<b>Mindjack</b>	<b>202</b>	<b>38%</b>
Mini Ninjas	184	80%
<b>Mirror's Edge</b>	<b>173</b>	<b>71%</b>
<b>ModNation Racers</b>	<b>192</b>	<b>90%</b>
The best kart racer by far on the PlayStation 3, but combined with incredible levels of creativity. If you love <i>LBP</i> you'll love this, too.		
Monster Madness	170	78%
<b>Mortal Kombat</b>	<b>205</b>	<b>81%</b>
Mortal Kombat vs DC Universe	173	68%
<b>MotoGP 08</b>	<b>172</b>	<b>65%</b>
MotoGP 09/10	190	77%
<b>Moto GP 10/11</b>	<b>204</b>	<b>64%</b>
<b>MotorStorm</b>	<b>151</b>	<b>92%</b>
MotorStorm: Apocalypse	203	76%
<b>MotorStorm: Pacific Rift</b>	<b>172</b>	<b>93%</b>
MX Vs ATV: Alive	206	42%
<b>MX Vs ATV Reflex</b>	<b>189</b>	<b>68%</b>
MX Vs ATV Untamed	164	58%
<b>nail'd</b>	<b>201</b>	<b>61%</b>
Naruto: Ultimate Ninja Storm	174	59%
<b>NASCAR 08</b>	<b>157</b>	<b>38%</b>
Naughty Bear	195	64%
<b>NBA 07</b>	<b>153</b>	<b>33%</b>
NBA 2K7	151	76%
<b>NBA 2K8</b>	<b>172</b>	<b>71%</b>
NBA 2K10	186	79%
<b>NBA 2K11</b>	<b>199</b>	<b>82%</b>
NBA 2K12	211	88%
<b>NBA Jam</b>	<b>200</b>	<b>68%</b>
NBA Live 08	158	59%
<b>NBA Live 09</b>	<b>170</b>	<b>81%</b>
NBA Street: Homecourt	151	68%
<b>Need For Speed Carbon</b>	<b>151</b>	<b>76%</b>
<b>Need For Speed: Hot Pursuit</b>	<b>199</b>	<b>91%</b>
<i>Hot Pursuit</i> is one of the best arcade racers of all time - pure, unadulterated bliss in game form.		
Need For Speed ProStreet	161	86%
<b>Need For Speed Shift</b>	<b>184</b>	<b>81%</b>
Need For Speed: The Run	213	63%
<b>Need For Speed Undercover</b>	<b>173</b>	<b>75%</b>
NeverDead	215	39%
<b>Nier</b>	<b>192</b>	<b>54%</b>
NHL 2K7	151	80%
<b>NHL 2K9</b>	<b>172</b>	<b>67%</b>
NHL 2K10	186	70%
<b>NHL 09</b>	<b>170</b>	<b>88%</b>
NHL 10	184	85%
<b>NHL 11</b>	<b>198</b>	<b>89%</b>
NHL 12	210	78%
<b>Ninja Gaiden Sigma</b>	<b>154</b>	<b>88%</b>

game	issue	score
Ninja Gaiden Sigma 2	184	82%
<b>No More Heroes: Heroes' Paradise</b>	<b>206</b>	<b>89%</b>
Operation Flashpoint: Dragon Rising	185	78%
<b>Operation Flashpoint: Red River</b>	<b>205</b>	<b>75%</b>
Overlord: Raising Hell	167	65%
<b>Overlord II</b>	<b>181</b>	<b>68%</b>
Pain	183	69%
<b>PES 2008</b>	<b>159</b>	<b>70%</b>
PES 2009	172	80%
<b>PES 2010</b>	<b>185</b>	<b>72%</b>
PES 2011	197	73%
<b>PES 2012</b>	<b>210</b>	<b>74%</b>
Phineas & Ferb: Across The 2nd Dimension	211	66%
<b>PixelJunk Racers</b>	<b>160</b>	<b>74%</b>
PlayStation Move Heroes	204	54%
<b>POTC: At World's End</b>	<b>154</b>	<b>48%</b>
<b>Portal 2</b>	<b>205</b>	<b>95%</b>
Another exceptional realisation from Valve, gamers are going to be talking about <i>Portal 2</i> for a long time to come.		
Prince Of Persia	174	83%
<b>Prince Of Persia: The Forgotten Sands</b>	<b>193</b>	<b>68%</b>
Prince Of Persia Trilogy	200	88%
<b>Prison Break: The Conspiracy</b>	<b>191</b>	<b>40%</b>
Prototype	181	76%
<b>Puma After Hours Athletes</b>	<b>214</b>	<b>58%</b>
Pure	171	80%
<b>Pure Football</b>	<b>194</b>	<b>69%</b>
Quantum Of Solace	175	57%
<b>Quantum Theory</b>	<b>197</b>	<b>29%</b>
Race Driver: GRID	167	85%
<b>Racket Sports</b>	<b>198</b>	<b>37%</b>
Rage	211	60%
<b>Rainbow Six Vegas</b>	<b>155</b>	<b>88%</b>
Rainbow Six Vegas 2	164	78%
<b>Rango</b>	<b>203</b>	<b>54%</b>
Ratchet & Clank: A Crack In Time	186	82%
<b>Ratchet &amp; Clank: All 4 One</b>	<b>211</b>	<b>68%</b>
Ratchet & Clank: Tools Of Destruction	160	72%
<b>Rayman Origins</b>	<b>212</b>	<b>80%</b>
<b>Red Dead Redemption</b>	<b>193</b>	<b>92%</b>
Relocates the familiar <i>GTA</i> formula to a superbly realised new setting and, in many ways, is unlike anything else as a result.		
Red Dead Redemption: Undead Nightmare	199	87%
<b>Red Faction: Armageddon</b>	<b>207</b>	<b>62%</b>
Red Faction: Guerrilla	180	80%
<b>Resident Evil 5</b>	<b>177</b>	<b>86%</b>
Resident Evil 5: Gold Edition	190	86%
<b>Resistance: Fall Of Man</b>	<b>151</b>	<b>83%</b>
<b>Resistance 2</b>	<b>173</b>	<b>90%</b>
With its impressive set pieces and glorious multiplayer mode, <i>Resistance 2</i> is one of the best FPSs on the PS3.		
<b>Resistance 3</b>	<b>210</b>	<b>88%</b>
Resonance Of Fate	191	79%
<b>Ridge Racer 7</b>	<b>151</b>	<b>75%</b>
Rise Of The Argonauts	176	58%
<b>Rock Band</b>	<b>169</b>	<b>94%</b>
<b>Rock Band 2</b>	<b>179</b>	<b>96%</b>
With the incredible tracklist, tweaked engine, and new modes, this is easily the best rhythm-action game currently available.		
Rock Band 3	199	84%
<b>Rogue Warrior</b>	<b>188</b>	<b>09%</b>
Rugby World Cup 2011	209	49%
<b>R.U.S.E.</b>	<b>197</b>	<b>82%</b>
Sacred 2: Fallen Angel	180	76%
<b>Saints Row 2</b>	<b>172</b>	<b>79%</b>
Saints Row: The Third	211	88%
<b>Saw</b>	<b>186</b>	<b>52%</b>
Saw II: Flesh & Blood	198	36%
<b>Sega Mega Drive Ultimate Collection</b>	<b>177</b>	<b>85%</b>
SBK 08	172	55%
<b>SBK 2011</b>	<b>206</b>	<b>70%</b>

\*denotes import review

# TOP TEN PSN GAMES



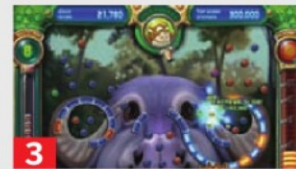
1

JOE DANGER



2

STREET FIGHTER III



3

PEGGLE



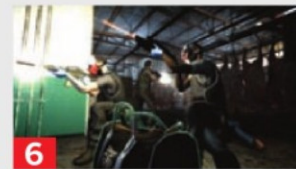
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PIXELJUNK SHOOTER 2



5

CRITTER CRUNCH



6

PAYDAY: THE HEIST



7

SAVAGE MOON



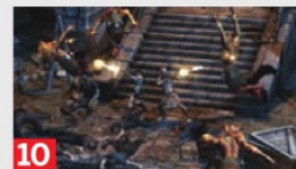
8

BRAID



9

TRINE 2



10

LARA CROFT AND THE GUARDIAN OF LIGHT



## PS3 TOP FIVES



### FPS

1	Battlefield 3
1	Modern Warfare 3
3	Resistance 3
4	Portal 2
5	Deus Ex: Human Revolution



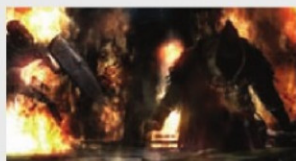
### RACING

1	Gran Turismo 5
2	DiRT 3
3	Need For Speed: Hot Pursuit
4	Wipeout 2048
5	ModNation Racers



### SPORTS

1	NBA 2K12
2	FIFA 12
3	Virtua Tennis 4
4	Everybody's Golf
5	PES 12



### ADVENTURE

1	The Elder Scrolls V: Skyrim
2	Uncharted 3: Drake's Deception
3	Dark Souls
4	Saints Row: The Third
5	Metal Gear Solid HD Collection



### FIGHTING

1	Street Fighter III
2	Ultimate Marvel Vs Capcom 3
3	Tekken 6
4	BlazBlue: Calamity Trigger
5	Soul Calibur V

game	issue	score
SBK X: Superbike World Championship	193	67%
<b>Sega Rally</b>	<b>158</b>	<b>92%</b>
Simply the best rally game on the PS3. Unless simulation is your bag then you'll want to go for <i>Colin McRae</i> . Not much in it, really.		
<b>Sengoku Basara: Samurai Heroes</b>	<b>198</b>	<b>76%</b>
Shadows Of The Damned	207	79%
<b>Shaun White Skateboarding</b>	<b>198</b>	<b>70%</b>
Shaun White Snowboarding	173	72%
<b>Shellshock 2: Blood Trails</b>	<b>177</b>	<b>32%</b>
Shift 2: Unleashed	204	66%
<b>Silent Hill: Homecoming</b>	<b>174</b>	<b>64%</b>
Simpsons Game	160	82%
<b>SingStar</b>	<b>159</b>	<b>80%</b>
SingStar Guitar	199	70%
<b>SingStar Pop Edition</b>	<b>179</b>	<b>81%</b>
Singularity	195	80%
<b>Skate</b>	<b>159</b>	<b>86%</b>
Skate 2	175	82%
<b>Skate 3</b>	<b>192</b>	<b>86%</b>
Sniper: Ghost Warrior	206	45%
<b>SOCOM: Special Forces</b>	<b>205</b>	<b>63%</b>
Sonic & Sega All-Stars Racing	190	78%
<b>Sonic Generations</b>	<b>212</b>	<b>70%</b>
Sonic The Hedgehog	151	52%
<b>Sonic Unleashed</b>	<b>175</b>	<b>48%</b>

<b>SoulCalibur IV</b>	<b>169</b>	<b>94%</b>
<b>SoulCalibur V</b>	<b>214</b>	<b>80%</b>
Spider-Man 3	155	33%
<b>Spider-Man: Edge Of Time</b>	<b>212</b>	<b>38%</b>
Spider-Man: Shattered Dimensions	197	69%
<b>Spider-Man: Web Of Shadows</b>	<b>173</b>	<b>55%</b>
Splatterhouse	200	58%
<b>Splinter Cell Double Agent</b>	<b>153</b>	<b>79%</b>
<b>Split/Second: Velocity</b>	<b>192</b>	<b>90%</b>
Just beating <i>Blur</i> to the chequered flag, <i>Split/Second</i> is a wonderfully intense racing game in the <i>Burnout</i> mould.		

<b>Sports Champions</b>	<b>196</b>	<b>83%</b>
Star Ocean: The Last Hope International	190	63%
<b>Star Wars: The Force Unleashed</b>	<b>171</b>	<b>65%</b>
Star Wars: The Force Unleashed II	199	61%
<b>Start The Party!</b>	<b>196</b>	<b>72%</b>
Stormrise	178	51%
<b>Stranglehold</b>	<b>159</b>	<b>65%</b>
<b>Street Fighter IV</b>	<b>176</b>	<b>95%</b>
Super Street Fighter IV: Arcade Edition	207	88%
<b>Stuntman: Ignition</b>	<b>157</b>	<b>82%</b>
SuperCar Challenge	183	66%
<b>Superstars V8: Next Challenge</b>	<b>190</b>	<b>55%</b>
Superstars V8 Racing	181	63%

<b>Super Street Fighter IV</b>	<b>191</b>	<b>90%</b>
The fact that you're buying a lot of stuff you've probably bought already is the only drawback to what is the best fighter ever made.		

Supremacy MMA	211	40%
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<b>Tekken 6</b>	<b>184</b>	<b>94%</b>
There are flaws that hurt the experience, but nothing, <i>nothing</i> , stops <i>Tekken 6</i> from being an intense, tactical and brilliant fighting game.		

<b>Tekken Hybrid</b>	<b>213</b>	<b>79%</b>
Test Drive Unlimited 2	203	62%
<b>The Adventures Of Tintin</b>	<b>212</b>	<b>58%</b>
<b>The Beatles: Rock Band</b>	<b>184</b>	<b>96%</b>
The Bourne Conspiracy	168	72%
<b>The Club</b>	<b>163</b>	<b>80%</b>
The Cursed Crusade	211	40%

<b>The Darkness</b>	<b>154</b>	<b>91%</b>
The Darkness II	215	76%

<b>The Elder Scrolls IV: Oblivion</b>	<b>152</b>	<b>91%</b>
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<b>The Elder Scrolls V: Skyrim</b>	<b>212</b>	<b>93%</b>
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WARNING: The latest addition to Bethesda's superb franchise will seriously damage your social life.		
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The Fight	199	42%
<b>The Godfather</b>	<b>151</b>	<b>37%</b>
The Godfather II	178	38%
<b>The Golden Compass</b>	<b>162</b>	<b>32%</b>
The House Of The Dead: Overkill	212	75%
<b>The Incredible Hulk</b>	<b>168</b>	<b>52%</b>
The King Of Fighters XII	182	82%
<b>The King Of Fighters XIII</b>	<b>213</b>	<b>76%</b>
The Lord Of The Rings: War In The North	213	42%
<b>The Orange Box</b>	<b>161</b>	<b>93%</b>

game	issue	score
<b>The Saboteur</b>	<b>187</b>	<b>67%</b>
The Shoot	199	76%
<b>The Sims 3</b>	<b>199</b>	<b>87%</b>
The Sims 3: Pets	212	70%
<b>The Sly Collection</b>	<b>200</b>	<b>84%</b>
Thor: God Of Thunder	206	38%
<b>Tiger Woods PGA Tour 07</b>	<b>151</b>	<b>88%</b>
Tiger Woods PGA Tour 08	158	73%
<b>Tiger Woods PGA Tour 09</b>	<b>171</b>	<b>86%</b>
Tiger Woods PGA Tour 10	181	69%
<b>Tiger Woods PGA Tour 11</b>	<b>194</b>	<b>60%</b>
Tiger Woods PGA 12: The Masters	204	65%
<b>Time Crisis 4</b>	<b>166</b>	<b>69%</b>
Time Crisis: Razing Storm	199	58%
<b>TimeShift</b>	<b>162</b>	<b>72%</b>
TNA Impact!	171	71%
<b>Tom Clancy's EndWar</b>	<b>173</b>	<b>80%</b>
Tom Clancy's H.A.W.X.	177	75%
<b>Tom Clancy's H.A.W.X. 2</b>	<b>196</b>	<b>69%</b>
Tom Clancy's Splinter Cell Classics Trilogy HD	210	78%
<b>Tomb Raider Trilogy</b>	<b>204</b>	<b>86%</b>
Tomb Raider: Underworld	173	83%
<b>Tony Hawk's Project 8</b>	<b>151</b>	<b>85%</b>
Tony Hawk's Proving Ground	160	72%
<b>Tony Hawk: Ride</b>	<b>188</b>	<b>52%</b>
Top Spin 3	168	71%
<b>Top Spin 4</b>	<b>203</b>	<b>60%</b>
Tornado Outbreak	186	56%
<b>Toy Story 3</b>	<b>195</b>	<b>82%</b>
Transformers: Dark Of The Moon	208	64%
<b>Transformers: Revenge Of The Fallen</b>	<b>182</b>	<b>41%</b>
Transformers: The Game	156	34%
<b>Transformers: War For Cybertron</b>	<b>194</b>	<b>80%</b>
Trinity: Souls Of Zill O'll	202	56%
<b>Trinity Universe</b>	<b>194</b>	<b>61%</b>
Tron Evolution	200	17%
<b>Turning Point: Fall Of Liberty</b>	<b>165</b>	<b>40%</b>
Turok	163	46%
<b>TV Superstars</b>	<b>199</b>	<b>53%</b>
Two Worlds II	203	64%
<b>UEFA EURO 2008</b>	<b>165</b>	<b>62%</b>

<b>UFC Undisputed 2009</b>	<b>180</b>	<b>90%</b>
<i>Undisputed</i> is gorgeous to look at, it's incredibly deep, and it's one of the most addictive fighters we've played in ages.		

UFC Undisputed 2010	193	88%
<b>UFC Undisputed 3</b>	<b>215</b>	<b>82%</b>
Ultimate Marvel Vs Capcom 3	212	78%
<b>Uncharted: Drake's Fortune</b>	<b>161</b>	<b>87%</b>

<b>Uncharted 2: Among Thieves</b>	<b>185</b>	<b>96%</b>
<b>Uncharted 3: Drake's Deception</b>	<b>212</b>	<b>90%</b>

Fans of the series won't be disappointed as Drake returns with some exceptional set pieces and superb action.		
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<b>Unreal Tournament III</b>	<b>162</b>	<b>88%</b>
Untold Legends: Dark Kingdom	151	54%
<b>Valkyria Chronicles</b>	<b>173</b>	<b>82%</b>
Vancouver 2010	189	76%

<b>Vanquish</b>	<b>197</b>	<b>93%</b>
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A brilliant surprise from the developer of <i>Bayonetta</i> and easily one of the best games we've played in 2010.		
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<b>Viking: Battle For Asgard</b>	<b>165</b>	<b>74%</b>
Virtua Fighter 5	151	83%
<b>Virtua Tennis 2009</b>	<b>180</b>	<b>80%</b>
<b>Virtua Tennis 3</b>	<b>150</b>	<b>91%</b>
Virtua Tennis 4	205	79%
Wanted: Weapons Of Fate	179	63%
<b>Warhammer 40,000: Space Marine</b>	<b>210</b>	<b>51%</b>
Warhawk	157	84%
<b>Warriors: Legends Of Troy</b>	<b>202</b>	<b>14%</b>
Watchmen: The End Is Nigh	183	55%
<b>Way Of The Samurai 3</b>	<b>190</b>	<b>16%</b>
Wet	184	41%
<b>Wheelman</b>	<b>178</b>	<b>72%</b>
Where The Wild Things Are	188	56%
<b>White Knight Chronicles</b>	<b>190</b>	<b>55%</b>
White Knight Chronicles II	207	49%
<b>Wolfenstein</b>	<b>183</b>	<b>72%</b>
World Snooker Championship 2007	151	56%
<b>WRC: FIA World Rally Championship</b>	<b>197</b>	<b>76%</b>
WRC 2: FIA World Rally Championship	211	63%
<b>WSC REAL 09: World Snooker Championship</b>	<b>177</b>	<b>67%</b>

game	issue	score
WSC Real 11	204	69%
<b>WWE All Stars</b>	<b>204</b>	<b>82%</b>
WWE Legends Of Wrestlemania	178	80%
<b>WWE SmackDown Vs Raw 2008</b>	<b>159</b>	<b>88%</b>
WWE SmackDown Vs Raw 2009	173	74%
<b>WWE SmackDown Vs Raw 2010</b>	<b>185</b>	<b>77%</b>
WWE SmackDown Vs Raw 2011	199	63%
<b>WWE '12</b>	<b>212</b>	<b>50%</b>
X-Blades	178	54%
<b>X-Men Destiny</b>	<b>211</b>	<b>35%</b>
X-Men Origins: Wolverine	179	71%
<b>Yakuza 3</b>	<b>191</b>	<b>80%</b>
Yakuza 4	203	79%
<b>Yoostar 2: In The Movies</b>	<b>204</b>	<b>60%</b>

## PS STORE LISTING



<b>1942: Joint Strike</b>	<b>170</b>	<b>74%</b>
3-On-3 NHL Arcade	177	62%

<b>After Burner Climax</b>	<b>193</b>	<b>91%</b>
Classic, frantic and utterly brilliant arcade action from Sega. A fine example of what the company is best known for.		

Age Of Booty	172	81%
<b>Alien Breed: Impact</b>	<b>196</b>	<b>80%</b>
Alien Breed 2: Assault	201	82%
<b>Alien Breed 3: Descent</b>	<b>204</b>	<b>61%</b>
All Zombies Must Die!	214	64%
<b>Amy</b>	<b>215</b>	<b>19%</b>
Anarchy: Rush Hour	194	73%
<b>Aqua Panic</b>	<b>193</b>	<b>68%</b>
Arc The Lad	215	79%
<b>Armageddon Riders</b>	<b>207</b>	<b>65%</b>
Back To The Future: It's About Time	204	71%
<b>Battlefield 1943</b>	<b>182</b>	<b>89%</b>
Beat Hazard Ultra	213	79%
<b>Beat Sketcher</b>	<b>201</b>	<b>85%</b>
Beyond Good & Evil HD	207	86%
<b>Bishi Bashi Special!</b>	<b>175</b>	<b>61%</b>
Bionic Commando Rearmed	169	88%
<b>Bionic Commando Rearmed 2</b>	<b>203</b>	<b>61%</b>
Blacklight: Tango Down	200	64%
<b>Blade Kitten</b>	<b>197</b>	<b>72%</b>
Blast Factor	152	72%
<b>Blokus</b>	<b>202</b>	<b>54%</b>
BloodRayne: Betrayal	211	62%
<b>Blue Toad Murder Files: The Mysteries Of Little Riddle Episode I</b>	<b>188</b>	<b>65%</b>
Blue Toad Murder Files: The Mysteries Of Little Riddle Episode II	188	61%
<b>Blue Toad Murder Files Episodes 4/5/6</b>	<b>193</b>	<b>70%</b>
Bombberman Ultra	185	82%

<b>Braid</b>	<b>188</b>	<b>93%</b>
We had to wait quite a while, but time is what we have plenty of both with and for <i>Braid</i> . Simply brilliant.		







<b>Burn Zombie Burn</b>	<b>178</b>	<b>85%</b>
Burnout Crash	211	79%




<b>Call Of Duty Classic</b>	<b>188</b>	<b>90%</b>
It doesn't have <i>MW2</i> 's polish but it's a great game both as a slice of history and in its own right.		

Calling All Cars	155	81%
<b>Castle Crashers</b>	<b>200</b>	<b>88%</b>
Castlevania: Harmony Of Despair	212	67%
<b>Catan</b>	<b>195</b>	<b>85%</b>
Chime Super Deluxe	203	80%
<b>Comet Crash</b>	<b>186</b>	<b>84%</b>
Comix Zone	210	62%
<b>Command &amp; Conquer: Red Alert</b>	<b>168</b>	<b>70%</b>
Command & Conquer Red Alert: Retaliation	176	55%
<b>Command &amp; Conquer Red Alert 3</b>		
<b>Commander's Challenge</b>	<b>185</b>	<b>68%</b>
Command & Conquer	175	44%
<b>Cool Boarders</b>	<b>173</b>	<b>57%</b>
Cool Boarders 2	175	31%
<b>Costume Quest</b>	<b>199</b>	<b>70%</b>
Crash Bandicoot	172	77%
<b>Crash Bandicoot 3: Warped</b>	<b>174</b>	<b>82%</b>
Crash Commando	174	80%
<b>Crash Team Racing</b>	<b>170</b>	<b>79%</b>
Crazy Machines Elements	210	71%
<b>Crazy Taxi</b>	<b>200</b>	<b>80%</b>



game	issue	score
Crescent Pale Mist	200	70%
<b>Critter Crunch</b>	<b>188</b>	<b>91%</b>
 This is yet another beautiful, cute and high-class puzzler on the PSN that works perfectly and is a joy to play.		
<b>Crystal Defenders</b>	<b>184</b>	<b>48%</b>
Cubixx HD	207	76%
<b>Dark Mist</b>	<b>164</b>	<b>53%</b>
Dead Nation	201	86%
<b>Dead Space: Extraction</b>	<b>203</b>	<b>88%</b>
Dead Space: Ignition	199	47%
<b>DeathSpank</b>	<b>195</b>	<b>83%</b>
Destruction Derby	01	80%
<b>.detuned</b>	<b>186</b>	<b>50%</b>
Digger HD	186	52%
<b>Diner Dash</b>	<b>190</b>	<b>66%</b>
<b>Driver</b>	<b>171</b>	<b>90%</b>
<b>Droplitz</b>	<b>184</b>	<b>91%</b>
<b>Earthworm Jim HD</b>	<b>196</b>	<b>89%</b>
Eat Them!	202	60%
<b>echochrome II</b>	<b>202</b>	<b>83%</b>
echochrome	169	85%
<b>Elefunk</b>	<b>170</b>	<b>45%</b>
Eufhoria	212	85%
<b>Explodemon</b>	<b>203</b>	<b>70%</b>
Fat Princess	183	65%
<b>Fatal Inertia EX</b>	<b>168</b>	<b>65%</b>
FIFA 09 Ultimate Team	178	61%
<b>Final Fight: Double Impact</b>	<b>193</b>	<b>90%</b>
 This scrolling-fighter classic from 1989 makes an almost faultless appearance on PSN. Stick it on your download list.		
<b>Final Fantasy VII</b>	<b>181</b>	<b>96%</b>
 Even after all these years it still holds up. In fact, our mark seems to have gone up 3% since 1997.		
<b>Final Fantasy VIII</b>	<b>190</b>	<b>90%</b>
<b>Final Fantasy IX</b>	<b>195</b>	<b>90%</b>
Flight Control HD	198	85%
<b>Flock!</b>	<b>179</b>	<b>70%</b>
<b>fIOW</b>	<b>151</b>	<b>90%</b>
 Another 90% game for the PS3, another lesson in simple, addictive gameplay. fIOW is an innovative title available on the Network.		
Flower	176	85%
<b>Frogger Returns</b>	<b>190</b>	<b>35%</b>
From Dust	211	82%
<b>Funky Lab Rat</b>	<b>201</b>	<b>70%</b>
G-Police	27	84%
<b>Galaxy Fight</b>	<b>215</b>	<b>27%</b>
Geating Gears	207	62%
<b>Geon</b>	<b>175</b>	<b>71%</b>
Go! Puzzle	152	58%
<b>Gran Turismo HD</b>	<b>150</b>	<b>75%</b>
Gravity Crash	187	85%
<b>Greed Corp</b>	<b>191</b>	<b>75%</b>
GTI Club+	174	72%
<b>Gundemonium Collection</b>	<b>197</b>	<b>80%</b>
Gunstar Heroes	181	85%
<b>Hamsterball</b>	<b>194</b>	<b>72%</b>
Hardcore 4x4	15	81%
<b>Hasbro Family Game Night</b>	<b>187</b>	<b>60%</b>
Heavy Weapon	187	75%
<b>High Velocity Bowling</b>	<b>163</b>	<b>50%</b>
Hi-Octane	178	64%
<b>Hustle Kings</b>	<b>190</b>	<b>87%</b>
Hyperbaldoid HD	188	70%
<b>inFamous: Festival Of Blood</b>	<b>212</b>	<b>76%</b>
Inferno Pool	181	81%
<b>International Track &amp; Field</b>	<b>171</b>	<b>80%</b>
Interpol: The Trail Of Doctor Chaos	185	48%
<b>Invincible Tiger: The Legend Of Han Tao</b>	<b>185</b>	<b>70%</b>
Jet Rider 2	176	71%
<b>Joe Danger</b>	<b>194</b>	<b>96%</b>
 Simply put, Joe Danger is one of the best games you'll currently find on the PSN. Buy it. Buy it now.		
Judge Dredd	18	19%
<b>Jumping Flash</b>	<b>172</b>	<b>55%</b>
Jurassic Park: The Game	214	32%
<b>Kick-Ass The Game</b>	<b>194</b>	<b>60%</b>
Kula World	172	71%
<b>Kung-Fu Live</b>	<b>201</b>	<b>42%</b>
Landit Bandit	195	66%

game	issue	score
<b>Lara Croft And The Guardian Of Light</b>	<b>198</b>	<b>90%</b>
 Lara is back to her best in <i>The Guardian Of Light</i> . Tomb Raider fans will love it and for just £9.99 everyone else should, too.		
Lead & Gold: Gangs Of The Wild West	193	65%
<b>Lemmings</b>	<b>151</b>	<b>79%</b>
<b>Limbo</b>	<b>209</b>	<b>90%</b>
 We had to wait a while, but just like with <i>Braid</i> it in no way negatively impacts the quality of what is just that – a quality experience.		
Linger In Shadows	173	69%
<b>LocoRoco Cocoreccho!</b>	<b>159</b>	<b>80%</b>
<b>Lumines Supernova</b>	<b>178</b>	<b>90%</b>
Madden NFL Arcade	188	58%
<b>Magic Carpet</b>	<b>179</b>	<b>65%</b>
Magic: The Gathering: Duels Of The Planeswalkers	202	84%
<b>Magic: The Gathering: Duels Of The Planeswalkers 2012</b>	<b>208</b>	<b>70%</b>
<b>Marvel Vs Capcom 2</b>	<b>182</b>	<b>90%</b>
<b>Matt Hazard: Blood Bath And Beyond</b>	<b>189</b>	<b>69%</b>
Medal Of Honor: Frontline	210	52%
<b>MediEvil</b>	<b>173</b>	<b>45%</b>
Mega Man 9	172	75%
<b>Mega Man 10</b>	<b>192</b>	<b>82%</b>
<b>Metal Gear Solid</b>	<b>187</b>	<b>93%</b>
 While it looks rather rough now, the game itself remains a real high point in the franchise. Simply essential.		
Metal Gear Solid Online	175	45%
<b>Microbot</b>	<b>202</b>	<b>51%</b>
<b>Monkey Island 2: LeChuck's Revenge Special Edition</b>	<b>195</b>	<b>94%</b>
Motorhead	173	60%
<b>Namco Museum Essentials</b>	<b>193</b>	<b>60%</b>
Naruto Shippuden: Kizuna Drive	205	42%
<b>NBA Jam: On Fire Edition</b>	<b>212</b>	<b>64%</b>
Noby Noby Boy	177	85%
<b>Nucleus</b>	<b>155</b>	<b>82%</b>
Numbast	183	60%
<b>N2O</b>	<b>37</b>	<b>70%</b>
Oddworld: Stranger's Wrath HD	214	86%
<b>Outland</b>	<b>207</b>	<b>72%</b>
OutRun Online Arcade	180	80%
<b>Pac-Man Championship Edition DX</b>	<b>201</b>	<b>91%</b>
 Bold, bright, insanely addictive – this re-imagining of the retro classic is an essential addition to anybody's PSN library.		
<b>Payday: The Heist</b>	<b>213</b>	<b>88%</b>
Pain	183	69%
<b>Peggle</b>	<b>189</b>	<b>94%</b>
Pinballistik	215	75%
<b>PixelJunk Eden</b>	<b>169</b>	<b>67%</b>
<b>PixelJunk Monsters</b>	<b>163</b>	<b>94%</b>
<b>PixelJunk Shooter</b>	<b>187</b>	<b>93%</b>
<b>PixelJunk Shooter 2</b>	<b>204</b>	<b>90%</b>
 If you like challenges, shooting, pixels and junk, then this combines all four of those and adds in several splashes of style as well.		
PixelJunk SideScroller	213	77%
<b>Piyotama</b>	<b>162</b>	<b>62%</b>
Planet Minigolf	196	58%
<b>Polar Panic</b>	<b>190</b>	<b>65%</b>
Populous: The Beginning	46	70%
<b>Prince Of Persia Classic</b>	<b>173</b>	<b>67%</b>
Puzzle Chronicles	194	70%
<b>Puzzle Dimension</b>	<b>208</b>	<b>81%</b>
Puzzle Quest Galactrix	181	68%
<b>Q*bert</b>	<b>58</b>	<b>53%</b>
Rag Doll Kung Fu: Fists Of Plastic	179	83%
<b>Rampage: World Tour</b>	<b>29</b>	<b>77%</b>
Ratchet & Clank: Quest For Booty	170	69%
<b>Rayman</b>	<b>01</b>	<b>76%</b>
Renegade Ops	211	78%
<b>Resident Evil 4 HD</b>	<b>210</b>	<b>93%</b>
 One of the best games ever made comes to PSN. Unfortunately it also brings with it a rather high price tag.		
<b>Resident Evil Code Veronica X</b>	<b>211</b>	<b>72%</b>
Revenge Of The Wounded Dragons	191	60%
<b>Riff: Everyday Shooter</b>	<b>162</b>	<b>86%</b>
Risk: Factions	202	80%
<b>Rocketbirds: Hardboiled Chicken</b>	<b>212</b>	<b>82%</b>

game	issue	score
Rocket Knight	194	74%
<b>Rocketmen: Axis Of Evil</b>	<b>165</b>	<b>63%</b>
<b>Sam &amp; Max: The Devil's Playhouse Episode 1</b>	<b>194</b>	<b>90%</b>
<b>Sam &amp; Max: The Devil's Playhouse Episode 2</b>	<b>194</b>	<b>92%</b>
 This is even better than the first episode due to the fact it has better puzzles and even funnier dialogue.		
<b>Sega Rally Online Arcade</b>	<b>208</b>	<b>74%</b>
Savage Moon	175	87%
<b>Scott Pilgrim Vs The World</b>	<b>197</b>	<b>77%</b>
Section 8	193	78%
<b>Section 8: Prejudice</b>	<b>209</b>	<b>80%</b>
Shank	197	86%
<b>Shatter</b>	<b>183</b>	<b>91%</b>
Sheep	171	78%
<b>Siren Blood Curse</b>	<b>170</b>	<b>62%</b>
Smash Cars	184	50%
<b>SOCOM Confrontation</b>	<b>178</b>	<b>55%</b>
Soldner-X 2: Final Prototype	195	70%
<b>Sonic 4: Episode One</b>	<b>199</b>	<b>82%</b>
Sonic Adventure	198	63%
<b>Sonic CD</b>	<b>214</b>	<b>82%</b>
Spin Jam	174	32%
<b>Snakeball</b>	<b>176</b>	<b>92%</b>
Stacking	203	88%
<b>Star Trek: D-A-C</b>	<b>189</b>	<b>57%</b>
Street Fighter Alpha: Warrior's Dream	159	57%
<b>Street Fighter III: 3rd Strike Online Edition</b>	<b>209</b>	<b>92%</b>
 The best version of one of the best fighting games ever released, or something. We don't know, mainly because Ryan isn't writing this.		
<b>Street Skater 2</b>	<b>178</b>	<b>40%</b>
Super Puzzle Fighter II HD Turbo Remix	168	78%
<b>Super Rub-A-Dub</b>	<b>151</b>	<b>83%</b>
Supersonic Acrobatic Rocket-Powered Battle-Cars	177	65%
<b>Super Stardust HD</b>	<b>155</b>	<b>74%</b>
Super Street Fighter II Turbo HD Remix	176	72%
<b>Switchball</b>	<b>191</b>	<b>75%</b>
Swords And Soldiers	199	88%
<b>Syphon Filter</b>	<b>48</b>	<b>93%</b>
<b>Syphon Filter 3</b>	<b>170</b>	<b>80%</b>
<b>Tales Of Monkey Island</b>	<b>196</b>	<b>91%</b>
<b>Tank Battles</b>	<b>186</b>	<b>68%</b>
Tekken HD	150	80%
<b>Tekken 5: Dark Resurrection Online</b>	<b>161</b>	<b>87%</b>
Tetris	202	84%
<b>The Baconing</b>	<b>210</b>	<b>72%</b>
<b>The Last Guy</b>	<b>171</b>	<b>91%</b>
<b>The Punisher: No Mercy</b>	<b>182</b>	<b>49%</b>
<b>The Secret Of Monkey Island Special Edition</b>	<b>195</b>	<b>92%</b>
 LucasArts' classic point-and-click adventure gets an HD makeover and will hopefully be the first of many classics heading to PSN.		
<b>Theme Hospital</b>	<b>32</b>	<b>80%</b>
Theme Park	174	80%
<b>TMNT: Turtles in Time Re-shelled</b>	<b>186</b>	<b>57%</b>
Tom Clancy's Rainbow Six	54	34%
<b>Top Darts</b>	<b>202</b>	<b>71%</b>
Top Gun	198	53%
<b>Topotai: Spinning Through The Worlds</b>	<b>183</b>	<b>61%</b>
ToyHome	162	31%
<b>Trash Panic</b>	<b>181</b>	<b>79%</b>
Trials Of Topaq	159	50%
<b>Trine</b>	<b>184</b>	<b>85%</b>
Tumble	198	70%
<b>Under Siege</b>	<b>207</b>	<b>71%</b>
Uno	189	85%
<b>Vagrant Story</b>	<b>189</b>	<b>82%</b>
Vandal Hearts: Flames Of Judgment	192	87%
<b>Wakeboarding HD</b>	<b>192</b>	<b>65%</b>
Warhawk: Operation Fallen Star	171	80%
<b>Watchmen: The End Is Nigh</b>	<b>183</b>	<b>55%</b>
Who Wants To Be A Millionaire?	214	79%
<b>WipEout</b>	<b>01</b>	<b>89%</b>
WipEout HD	172	84%
<b>Wolfenstein</b>	<b>181</b>	<b>70%</b>
<b>Worms</b>	<b>179</b>	<b>91%</b>
Worms 2: Armageddon	198	87%
<b>Worms Battle Islands</b>	<b>201</b>	<b>80%</b>
Worms Crazy Golf	213	82%
<b>X-Men Arcade</b>	<b>203</b>	<b>60%</b>
Yar's Revenge	206	57%
<b>Zack Zero</b>	<b>215</b>	<b>73%</b>
Zombie Apocalypse: Never Die Alone	213	69%
<b>Zuma</b>	<b>182</b>	<b>78%</b>

## PS3'S BEST GAMES JUST CAUSE 2



Long before *Saints Row: The Third* (though after *Saints Row 2*) came about, Square Enix presented us with the wonder and ridiculous majesty that was *Just Cause 2*. And ridiculous really is the key word when describing this game.



But it was never ridiculous in a way like *Saints Row 3* was – not wilfully stupid in its setting and things you could do. No, *Just Cause 2* is more a playground of messing about that offers something different – not necessarily better, certainly not worse than other games – but *different*.



Following the main missions offers something resembling fun, but it's in the mucking about that the real joy comes. And the grappling hook is one of the best things ever committed to any game, ever. Facts in your face.



Its problems came with a few irritating glitches – dodgy physics here and there, for example – and the fact it got a little dull after a while. There's only so many times you can skydive for *ages* before it starts to get boring.



But that doesn't stop us from proclaiming *Just Cause 2* to be one of the best games on PS3. You can pick up and air-tow a lorry using a helicopter before dropping it in the sea, jumping out and landing in a nearby passing plane. Sold.



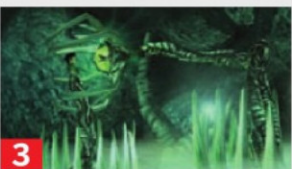
## TOP TEN HD REMAKES



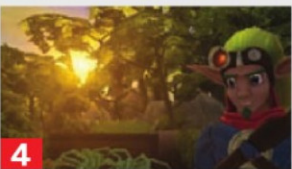
1 Ico/Shadow Of The Colossus



2 Metal Gear Solid Collection



3 Beyond Good & Evil



4 The Jak And Daxter Collection



5 The Sly Collection



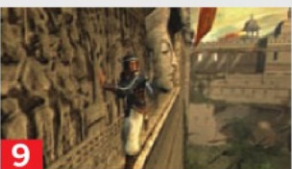
6 Oddworld: Stranger's Wrath



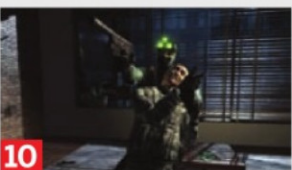
7 God Of War Collection



8 Tomb Raider Trilogy




9 Prince Of Persia Trilogy



10 Splinter Cell Collection

game	issue	score
<b>PS VITA LISTING</b> 		
Everybody's Golf	215	86%
<b>Little Deviants</b>	<b>215</b>	<b>69%</b>
ModNation Racers: Road Trip	215	59%
<b>Reality Fighters</b>	<b>215</b>	<b>52%</b>
Uncharted: Golden Abyss	215	83%
<b>Virtua Tennis 4: World Tour Edition</b>	<b>215</b>	<b>81%</b>
WipEout 2048	215	87%

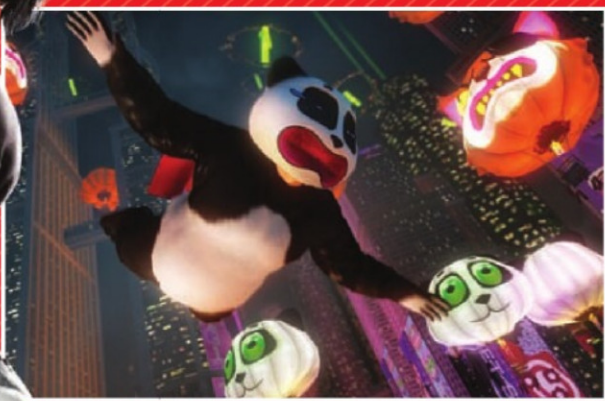
game	issue	score
<b>PSP LISTING</b> 		
<b>300: March To Glory</b>	<b>152</b>	<b>59%</b>
Ace Combat X	147	72%
<b>Ace Combat: Joint Assault</b>	<b>194</b>	<b>79%</b>
After Burner: Black Falcon	152	82%
<b>Ape Academy 2</b>	<b>145</b>	<b>52%</b>
Ape Escape P	140	37%
<b>Army Of Two: The 40th Day</b>	<b>190</b>	<b>45%</b>
Assassin's Creed: Bloodlines	187	77%
<b>Astonishia Story</b>	<b>142</b>	<b>68%</b>
Beaterator	186	72%
<b>Blade Dancer: Lineage Of Light</b>	<b>145</b>	<b>45%</b>
BlazBlue: Calamity Trigger Portable	194	84%
<b>Blood Bowl</b>	<b>184</b>	<b>53%</b>
Bombberman	150	83%
<b>Boulder Dash: Rocks!</b>	<b>165</b>	<b>69%</b>
Breath Of Fire III	138	82%
<b>Brothers In Arms: D-Day</b>	<b>149</b>	<b>69%</b>
Burnout Dominator	153	65%
<b>Burnout Legends</b>	<b>134</b>	<b>94%</b>
Buzz! Brain Bender	175	68%
<b>Capcom Classics Collection Reloaded</b>	<b>147</b>	<b>80%</b>
Capcom Classics Collection Remixed	141	72%
<b>Cars</b>	<b>143</b>	<b>60%</b>
Castlevania: The Dracula X Chronicles	163	78%
<b>Championship Manager</b>	<b>137</b>	<b>65%</b>
Championship Manager 2006	140	32%
<b>Cid The Dummy</b>	<b>180</b>	<b>32%</b>
Coded Arms	134	53%
<b>Call Of Duty: Roads To Victory</b>	<b>153</b>	<b>69%</b>
Colin McRae Rally 2005 Plus	134	84%
<b>Crisis Core – Final Fantasy VII</b>	<b>167</b>	<b>87%</b>
Crush	154	80%
<b>Dante's Inferno</b>	<b>191</b>	<b>76%</b>
Dead Or Alive: Paradise	192	56%
<b>Disgaea: Afternoon Of Darkness</b>	<b>161</b>	<b>92%</b>
<b>Dissidia: Final Fantasy</b>	<b>184</b>	<b>60%</b>
Dissidia 012 Final Fantasy	203	79%
<b>Disgaea 2: Dark Hero Days</b>	<b>190</b>	<b>87%</b>
Dragon Ball Z: Shin Budokai 2	154	50%
<b>Driver 76</b>	<b>154</b>	<b>68%</b>
Dungeons & Dragons: Tactics	159	55%
<b>Dungeon Siege: Throne Of Agony</b>	<b>148</b>	<b>85%</b>
Dynasty Warriors: Strikeforce	179	69%
<b>EA Replay</b>	<b>147</b>	<b>74%</b>
echochrome	169	85%
<b>echoshift</b>	<b>191</b>	<b>73%</b>
Everybody's Golf 2	167	86%
<b>Everybody's Tennis</b>	<b>195</b>	<b>88%</b>
Every Extend Extra	145	84%
<b>Exit</b>	<b>138</b>	<b>65%</b>
EyePet	199	77%
<b>F1 2009</b>	<b>187</b>	<b>66%</b>
Field Commander	145	83%
<b>FIFA 06</b>	<b>136</b>	<b>43%</b>
FIFA 07	147	81%
<b>FIFA 11</b>	<b>198</b>	<b>69%</b>
FIFA World Cup 2010	193	65%
<b>Fired Up</b>	<b>134</b>	<b>60%</b>
Final Fantasy	164	63%
<b>Final Fantasy IV: The Complete Collection</b>	<b>204</b>	<b>80%</b>
Final Fantasy Tactics	159	86%
<b>FlatOut: Head On</b>	<b>164</b>	<b>79%</b>
Football Manager 2007	147	62%
<b>Football Manager Handheld 2008</b>	<b>161</b>	<b>49%</b>
Football Manager Handheld 2010	187	60%
<b>Formula One 06</b>	<b>143</b>	<b>78%</b>
Frantix	136	36%
<b>Gangs Of London</b>	<b>144</b>	<b>65%</b>
Ghost Recon Advanced Warfighter 2	157	42%
<b>Ghost Recon Predator</b>	<b>200</b>	<b>60%</b>
Ghostbusters: The Video Game	188	55%
<b>Ghostbusters: Sanctum Of Slime</b>	<b>204</b>	<b>51%</b>
Gitaroo Man Lives!	144	79%

\*denotes import review

game	issue	score
<b>Gladiator Begins</b>	<b>206</b>	<b>52%</b>
Go! Sudoku	137	45%
<b>Gods Eater Burst</b>	<b>202</b>	<b>88%</b>
God Of War: Chains Of Olympus	165	84%
<b>God Of War: Ghost Of Sparta</b>	<b>199</b>	<b>79%</b>
Gradius Collection	144	80%
<b>Gran Turismo</b>	<b>184</b>	<b>85%</b>
<b>Grand Theft Auto: Chinatown Wars</b>	<b>185</b>	<b>95%</b>
<b>GTA: Liberty City Stories</b>	<b>135</b>	<b>95%</b>
<b>GTA: Vice City Stories</b>	<b>147</b>	<b>96%</b>
<b>Half-Minute Hero</b>	<b>191</b>	<b>87%</b>
Hard Corps: Uprising	204	78%
<b>Harry Potter And The Goblet Of Fire</b>	<b>136</b>	<b>69%</b>
Hellboy: Science Of Evil	170	60%
<b>Holy Invasion Of Privacy, Badman! What Did I Do To Deserve This?</b>	<b>186</b>	<b>73%</b>
Hot Pixel	155	73%
<b>Indiana Jones And The Staff Of Kings</b>	<b>181</b>	<b>60%</b>
Infected	141	68%
<b>Innocent Life: A Futuristic Harvest Moon</b>	<b>154</b>	<b>70%</b>
International Athletics	170	40%
<b>Invizimals</b>	<b>187</b>	<b>71%</b>
Jak And Daxter: The Lost Frontier	187	59%
<b>Juiced: Eliminator</b>	<b>141</b>	<b>70%</b>
Juiced 2: Hot Import Nights	160	80%
<b>Kao Challengers</b>	<b>137</b>	<b>60%</b>
Killzone: Liberation	146	83%
<b>Kingdom Hearts: Birth By Sleep</b>	<b>196</b>	<b>88%</b>
Lemmings	138	63%
<b>LittleBigPlanet</b>	<b>186</b>	<b>90%</b>
<b>LocoRoco</b>	<b>143</b>	<b>94%</b>
LocoRoco 2	173	82%
<b>LocoRoco Midnight Carnival</b>	<b>186</b>	<b>81%</b>
Lord Of Arcana	202	65%
<b>Lumines II</b>	<b>137</b>	<b>74%</b>
Madden NFL 06	137	74%
<b>Marvel Trading Cards</b>	<b>155</b>	<b>38%</b>
Me And My Katamari	138	86%
<b>Metal Gear Solid: Peace Walker</b>	<b>193</b>	<b>92%</b>
Medieval Resurrection	134	53%
<b>Mercury Meltdown</b>	<b>145</b>	<b>66%</b>
<b>Metal Slug Anthology</b>	<b>150</b>	<b>91%</b>
<b>Metal Gear Acid 2</b>	<b>138</b>	<b>92%</b>
<b>Metal Gear Solid: Portable Ops</b>	<b>150</b>	<b>91%</b>
<b>Miami Vice</b>	<b>144</b>	<b>82%</b>
Micro Machines V4	142	71%
<b>Might &amp; Magic: Clash Of Heroes</b>	<b>205</b>	<b>84%</b>
ModNation Racers	193	70%
<b>Monster Hunter Freedom</b>	<b>140</b>	<b>81%</b>
Monster Hunter Freedom 2	157	59%
<b>Monster Hunter Freedom Unite</b>	<b>181</b>	<b>77%</b>
Moon Diver	205	46%
<b>MotoGP</b>	<b>146</b>	<b>75%</b>
Motorstorm: Arctic Edge	184	72%
<b>Mytran Wars</b>	<b>179</b>	<b>85%</b>
Namco Museum Battle Collection	136	68%
<b>Naruto Shippuden Legends</b>	<b>185</b>	<b>46%</b>
Naruto Ultimate Ninja Heroes 2	169	46%
<b>NBA Ballers: Rebound</b>	<b>139</b>	<b>61%</b>
Need For Speed Undercover	175	57%
<b>No Heroes Allowed</b>	<b>199</b>	<b>69%</b>
<b>OutRun 2006: Coast 2 Coast</b>	<b>139</b>	<b>93%</b>
PaRappa The Rapper	155	88%
<b>Patapon</b>	<b>163</b>	<b>86%</b>
Patapon 2	177	87%
<b>Patapon 3</b>	<b>205</b>	<b>81%</b>
Patchwork Heroes	192	85%
<b>Persona 2: Innocent Sin</b>	<b>214</b>	<b>65%</b>
Pirates Of The Caribbean	143	52%
<b>PixelJunk Monster Deluxe</b>	<b>185</b>	<b>86%</b>
Pro Evolution Soccer 2008	163	77%
<b>Pocket Racers</b>	<b>144</b>	<b>49%</b>
PoPoLoCoRoIS	142	71%
<b>Power Stone Collection</b>	<b>145</b>	<b>88%</b>
PQ – Practical Intelligence Quotient	141	52%
<b>Prince Of Persia Revelations</b>	<b>138</b>	<b>69%</b>
Prince Of Persia: The Forgotten Sands	194	52%
<b>Prinny: Can I Really Be The Hero?</b>	<b>181</b>	<b>80%</b>
PSN Collection: Power Pack	173	70%
<b>PSN Collection: Puzzle Pack</b>	<b>173</b>	<b>54%</b>
Pursuit Force	134	83%
<b>Pursuit Force: Extreme Justice</b>	<b>159</b>	<b>76%</b>
Puzzle Chronicles	190	61%
<b>Puzzle Quest</b>	<b>153</b>	<b>66%</b>
R-Type Tactics	170	74%
<b>Rainbow Six Vegas</b>	<b>156</b>	<b>78%</b>

game	issue	score
Ratchet & Clank: Size Matters	154	78%
<b>Red Faction: Battlegrounds</b>	<b>205</b>	<b>78%</b>
Rengoku 2	144	72%
<b>Resistance: Retribution</b>	<b>177</b>	<b>76%</b>
Ridge Racer 2	145	78%
<b>Ridge Racer</b>	<b>132</b>	<b>91%</b>
<b>Rock Band Unplugged</b>	<b>181</b>	<b>92%</b>
Rocky Balboa	150	68%
<b>Secret Agent Clank</b>	<b>169</b>	<b>79%</b>
Sega Mega Drive Collection	177	79%
<b>Sega Rally</b>	<b>158</b>	<b>90%</b>
Shin Megami Tensei: Persona 3 Portable	206	78%
<b>Shinobido: Tales Of The Ninja</b>	<b>150</b>	<b>60%</b>
Silent Hill Origins	160	87%
<b>Silent Hill: Shattered Memories</b>	<b>190</b>	<b>52%</b>
Slam Bolt Scrappers	204	73%
<b>Smash Court Tennis</b>	<b>154</b>	<b>58%</b>
SOCOM Fire Team 2	154	70%
<b>SOCOM: Fireteam Bravo 3</b>	<b>190</b>	<b>71%</b>
SOCOM: Tactical Strike	160	85%
<b>SOCOM: US Navy SEALs Fireteam Bravo</b>	<b>140</b>	<b>69%</b>
Sonic Rivals	147	70%
<b>Sonic Rivals 2</b>	<b>162</b>	<b>35%</b>
<b>Soul Calibur: Broken Destiny</b>	<b>183</b>	<b>92%</b>
<b>Spider-Man 3</b>	<b>162</b>	<b>32%</b>
Spinout	149	81%
<b>Splinter Cell: Essentials</b>	<b>139</b>	<b>71%</b>
Split/Second: Velocity	200	71%
<b>SSX On Tour</b>	<b>138</b>	<b>76%</b>
Star Ocean: Second Evolution	178	78%
<b>Star Trek: Tactical Assault</b>	<b>148</b>	<b>59%</b>
Star Wars Battlefront II	137	74%
<b>Star Wars Battlefront: Elite Squadron</b>	<b>187</b>	<b>65%</b>
Star Wars: Lethal Alliance	148	69%
<b>Star Wars: Renegade Squadron</b>	<b>160</b>	<b>78%</b>
Street Fighter Alpha 3 Max	138	70%
<b>Street Riders</b>	<b>140</b>	<b>29%</b>
Super Monkey Ball Adventure	142	54%
<b>Swarm</b>	<b>204</b>	<b>78%</b>
<b>Syphon Filter: Dark Mirror</b>	<b>140</b>	<b>90%</b>
<b>Tekken 6</b>	<b>187</b>	<b>90%</b>
 <p>Fantastic to look at and fast and fluid to play, Tekken 6 is the best game of the series on PSP.</p>		
<b>Tekken: Dark Resurrection</b>	<b>143</b>	<b>92%</b>
<b>Tactics Ogre: Let Us Cling Together</b>	<b>202</b>	<b>81%</b>
Tenchu: Shadow Assassins	179	71%
<b>Tenchu: Time Of The Assassins</b>	<b>146</b>	<b>51%</b>
The 3rd Birthday	203	80%
<b>The Con</b>	<b>153</b>	<b>59%</b>
The Cube	153	64%
<b>The Eye Of Judgment: Legends</b>	<b>191</b>	<b>57%</b>
The Godfather Mob Wars	136	66%
<b>The Legend Of Heroes: Trails In The Sky</b>	<b>214</b>	<b>75%</b>
The Lord Of The Rings: Tactics	136	66%
<b>The Sims 2</b>	<b>137</b>	<b>71%</b>
TNA Impact! Cross The Line	189	58%
<b>TOCA 3</b>	<b>152</b>	<b>70%</b>
Tokobot	140	79%
<b>Tomb Raider: Anniversary</b>	<b>156</b>	<b>81%</b>
Tomb Raider: Legend	140	72%
<b>Twisted Metal Head-On</b>	<b>134</b>	<b>54%</b>
UFC Undisputed 2010	197	80%
<b>Ultimate Ghosts 'N Goblins</b>	<b>145</b>	<b>88%</b>
Undead Knights	189	46%
<b>Untold Legends: The Warrior's Code</b>	<b>140</b>	<b>59%</b>
Valhalla Knights	158	49%
<b>Valkyria Chronicles 2</b>	<b>196</b>	<b>87%</b>
Valkyrie Profile: Lenneth	153	78%
<b>Viewtiful Joe: Red Hot Rumble</b>	<b>140</b>	<b>82%</b>
Virtua Tennis 3	152	88%
<b>Warhammer 40,000: Squad Command</b>	<b>161</b>	<b>70%</b>
What Did I Do To Deserve This My Lord!? 2	192	78%
<b>WipEout Pulse</b>	<b>159</b>	<b>86%</b>
<b>WipEout Pure</b>	<b>138</b>	<b>91%</b>
 <p>Exceeding all of our expectations as to what a handheld WipEout game could be, Pure is an essential PSP purchase.</p>		
World Of Pool	156	43%
<b>World Tour Poker</b>	<b>141</b>	<b>67%</b>
World Tour Soccer 2	142	40%
<b>Worms: Open Warfare 2</b>	<b>157</b>	<b>80%</b>
WWE SmackDown! Vs. RAW 2006	137	84%
<b>WWE SmackDown! Vs. RAW 2007</b>	<b>147</b>	<b>80%</b>
World Rally Championship	134	67%





WHO (are they?):

**Ian Dransfield**

WHAT (have they been playing?):

**Saints Row: The Third**

WHY (was it chosen?):

To see if it's as good second time around

I FINISHED THIS already for the grand Play review back in issue 211, and I liked it a lot. I liked it 88% a lot. It's brilliant fun – rough around some edges and not as deep outside of the main campaign as might have been hoped. But brilliant. But would that stand up to a second playthrough? Well I've racked up another seven or so hours and I have to say... well, yes. I mean, I've barely got anywhere in the main campaign – I'm still utterly enamoured with running about, hitting civilians with a giant dildo, shooting other civilians over skyscrapers from my man-cannon and generally

making a complete cock of myself. It's still making me laugh – in fact, possibly more so than first time around as I've turned off most of the highly trained critical faculties we have to operate when reviewing a game. Singing along to Sublime's *What I Got* is going to go down in gaming history. Having a button dedicated to dick punches is nothing short of inspired. Having constant access to a parachute, while not a new thing, is perfect for a game that allows you to mess about as much as this one does. Basically, it makes me happier than most other games. Most other games ever made.

## PS3'S BEST GAMES IF YOU LIKE...



**INCREDIBLY SLOW WARS:** *EndWar*

This is for the thinking despot, a war game that manages to do away with explosions, shouting and action and replace it with strategy, thinking and tanks slowly trundling up a grey hill.



**DIVING:** *Stranglehold*

You dive off balconies, you dive off tables, you dive off rooftops, you dive off steps, you dive off hand-rails, you dive off containers, you dive off ledges, you dive off benches and yet, at no point in *Stranglehold*, do you dive off a diving board.



**LOCAL CO-OP:** *Kane & Lynch: Dead Men*

The original outing gets a bad rep but the heist angle is great fun in split-screen, like a tighter *Payday: The Heist*. Remember to turn it off when the awful jungle levels kick in. Seriously.



**GOD OF WAR:** *Dante's Inferno*  
Because you've played the *God Of War* games already. Well, we presume so. If you haven't played all of them, cross out the *Dante's Inferno* bit and write "another *God of War* game" instead. It's like you're making your own magazine!



**SWEARING:** *Rogue Warrior*  
"F\*\*\*ing wind is so cold it would freeze the balls off a f\*\*\*ing polar bear," growls Dick Marcinko because he's a man and men swear. We say "oooh, it's nippy out" and rub our arms in a camp manner instead.

# PLAYING THE PLAYLIST

What has the Play team been indulging in this month?

WHO (are they?):

**Steve Burns**

WHAT (have they been playing?):

**Resident Evil 5**

WHY (was it chosen?):

To be a sucker for awful AI

IN ANTICIPATION FOR the upcoming *Resident Evil 6*, I have been playing *Resident Evil 5*. Which may surprise you, but *Resi 5* is nowhere near as bad as people think.

Sure, the partner AI is a bit rubbish, but then that is what friends are for. Sure, the controls are fiddly, but that is what hands are for. And sure, you punch a boulder, but that is what the internet is for.

It's not as good as *Resident Evil 4* of course, but then what game is? *Tetris*, of course, but that's it. There have only been two 10/10 games, and these are they. *Uncharted*? NAH. *Metal Gear Solid 3*? As close to 10 as you'll ever get without actually being a 10, like being that guy that stayed in the ship on the first moon landing.

So, umm, yeah. Got a bit caught up in it all then. Easy to do I suppose, what with every stupid bastard under the sun trying to give every game from *Medal Of Honor* to *My Petz* a 10. I mean, come on people. Really? REALLY?

No, I thought not.

So, *Resident Evil 5*. Good game. Let's hope that *Resident Evil 6* is better though, if only because I want to prove the haters wrong.











The Voice Of PlayStation  
Gaming For Over A Decade

# Next Month

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12 APRIL

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Rare insight and secrets on  
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**SLEEPING DOGS**

Hands-on with the game  
that's got GTA in its sights



# YOUR MASS EFFECT 3 DAY PLANNER



**W**e know as well as you do: *Mass Effect 3* will dominate your time for a while. Planning is key. Planning helps you avoid silly things like starving to death. Planning is something Play can help you with, with a handy, catch-all *Mass Effect 3* day planner. Onwards!



Today

Day Week Month

Q

ON MY MAC

☒ Mass Effect 3

2012

all-day

Friday, 9 Mar

0700

0730 Awake, arise, stave off grogginess. 0732 Toilet. Shower (cleanliness matters, kids). 0736 End shower, make cup of tea, start playing ME3.

0800

0800, 0820, 0827, 0845, 0851, 0900 Regulated morning tea-making times (government-approved).

0900

0901 Breakfast. Something quick, probably uncooked toast. 0907-1238 ME3 hardcore playing time. No breaks, no movement.

1000

1100

1200

1246 Lunch. Something quick, probably a tin of raw baked beans from the can (use fingers; it's faster). Toilet.

1300

1304 Latest allowable time to return to ME3. 1312 Tea. 1321 Tea. 1340 Tea. 1358 Tea and toilet.

1400

1400-1742 ME3 hardcore playing time. No breaks, no movement.

1500

1600

1700

1757 Dinner. Something quick, probably raw chicken for its fine protein content\*. Toilet.

1800

1800-0400 ME3 hardcore playing time. No breaks, no movement

1900

2000

2100

2200

2300

0000

0100

0200

0300

0400

0401 Toilet. Retire to bed. Repeat from beginning at 0730.

March 2012

Mon Tue Wed Thu Fri Sat Sun

27 28 29 1 2 3 4

5 6 7 8 9 10 11

12 13 14 15 16 17 18

19 20 21 22 23 24 25

26 27 28 29 30 31 1

2 3 4 5 6 7 8

Calendar icons

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\*DON'T EAT RAW CHICKEN.



KONAMI



A HIDEO KOJIMA GAME

TACTICAL ESPIONAGE ACTION

# METAL GEAR SOLID

HD COLLECTION

FEATURING THREE METAL GEAR SOLID GAMES

METAL GEAR SOLID 3  
SNAKE EATER

METAL GEAR SOLID 2  
SONS OF LIBERTY

METAL GEAR SOLID  
PEACE WALKER



PS3  
PlayStation 3



PlayStation  
Network

XBOX 360

XBOX  
LIVE

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NEW HORROR  
WITH SILENT HILL  
DOWNPOUR

## SILENT HILL HD COLLECTION

RELIVE TWO CLASSIC GAMES IN THE  
SERIES, REMASTERED IN TERRIFYING HD.



PS3  
PlayStation 3



PlayStation  
Network

XBOX 360

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